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EVERQUEST STRATEGY GUIDE HOW TO KICK BUTT IN 24 HOURS! • WIN A 500 MHz COMPUTER!









INsideQUEST

INQUEST GAMER 50 • JUNE 1999





THIS MONTH'S COVERS

Both gatefold covers come to us from legendary fantasy artist Larry Elmore. If you're looking to add some of the cover heroes to your RPG, check out our "Fantastic Four" feature on page 42.

36 JEFF VS. THE WO

One InQuest Gamer editor makes the ultimate Magic: The Gathering challenge. 66

contents

By the IQ Gamer staff.

42 FANTASTIC FOUR

IQ Gamer recruits the ultimate RPG dream team. By Dan Joyce and the IQ Gamer staff.

52 STAR WARS: EPISODE 7

IQ Gamer reveals the destinies of your favorite characters. By Bill Smith.

58 GAME-APALOOZA

A whirlwind tour of puzzles, cartoons and trivia. By Sean P. Fannon, Alex Shvartsman and the IQ Gamer staff.

36

66 IQ THEATER: THE TALENT SHOW By the IQ Gamer staff.



All characters TM & @ their respective owners. EverQuest is TM & @ BB9 Studios. Bobs Fett and Princess Leia @ Lucesfilm Ltd. King Kang photo @ RKD Pctures/Fata Pantasies. Jeff photo by Paul Schiraldi.

columns & dep

- **8** LETTER FROM THE EDITOR
- **10 INQUISITION** Letters from the readers
- **18** *IQ* NEWS
- **30 COMING SOON** Upcoming releases from the world of gaming
- **100 CARD STOCK** Tracking trends in the gaming industry
- **102 PRICE GUIDE**
- **118 PLAYERS GUIDE**
- 132 AFTER HOURS A look behind the curtain
- **134 SHOWS, CONS & TOURNAMENTS**
- 136 SWAN SONG Our wacky take on the world of gaming



reviews & strategy

- 74 KILLER DECKS Magic and Pokémon tournament decks
- 78 DECK BUILDING 101 Build a weenie deck in five easy steps
- 82 BASIC TRAINING Strategies for the Star Wars CCG
- 86 PLUGGED IN Tips and strategies for the hottest PC games, featuring EverQuest
- 92 LEGENDS Original creations to enhance your roleplaying
- 94 ON DECK Reviews of EverQuest Unknown Armies The Balrog and more



72 INQUEST GAMER SCAVENGER HUNT Find worthless junk and win one of every single Magic card to date!

80 DEAD MAN'S HAND

Rise to the challenge and win a box of Urza's Destiny

98 "EVERQUEST AND YE SHALL FIND" CONTEST Find Cow Nose and win a computer and a copy of EverQuest!

6 INQUESTGAMER50

All immediate a final consideration of



Read em and Meen.



Remove target artifact from the game, Search its controller's graveyard, hand, and hitary for all copies of that card and remove them from the game. The player then shuffles his or her library

Reveal any number of black cards in your hand. Target creature gets -X/-X unal end of turn, where X is the number of cards revealed this way.

Instan

Scent of Nightshade

Hus, John Arug

The *Magic: The Gathering*[®]– *Urza's Destiny*[®] expansion introduces two killer new ways to wreak havoc on your opponents:

00

Reveal cards: Show cards from your hand for gamealtering effects, like direct damage, counterspell, and life gain

Lobotomy cards: Remove all copies of a card type from the game, disabling an opponent

Urza's Destiny. New tools for mayhem.



Look for foil-finished premium cards randomly inserted in select Urza's Destiny booster packs.

Ing, Urza's Des Wizards of the

OF THE COAST, Magic: The Gathering aren Bader and John Avon ©1999 W

The Gathering®

www.wizards.com/Magic Questions? (800) 324-6496

Available in 60-card preconstructed decks and 15-card booster packs

ETTER FROM THE EDITOR



"BRING OUT YER DEAD!" InQuest has somehow survived four-plus years. Don't ask how.

hat's how long we've been slaving away in the InQuest offices these past four-plus years. We've seen hundreds of new games hit the market and companies rise and fall, but one thing's for certain: It's like a rollercoaster ride, with just as many highs as lows. That said, here's a taste of what it's like to work for InQuest Gamer as we give you our pros and cons of working in the gaming biz:

PRO: Have a Magic collection the size of Mount Rushmore.

CON: Spend vacation time sorting cards.

PRO: Cool freebies from gaming companies. CON: Spellfire cards only go so far as organic fertilizer.

PRO: Bring home four-figure paychecks for playing games.

CON: In an effort to be up on things, endless hours of Battle Cattle.

PRO: College dormitory mentality around the office means hanging out over Taco Bell lunch, tunes

cranking on the radio and Nerf wars.

CON: College dormitory mentality means an office restroom like Jeffrey Dahmer's unplugged refrigerator.

PRO: Fans want our autographs.

CON: Fans want our autographs on certain body parts.

PRO: Frequent lunch meetings at fine dining establishments like Bennigan's and Chili's. CON: Back at the office, only one gas mask available.

PRO: Working with creative and interesting people. CON: 18 hours a day.

PRO: Getting into pre-release tourneys for free. CON: Embarrassing ourselves by losing to 6 year olds.

PRO: Access to all online games.

CON: Blindness from screen radiation.

PRO: Gamers are very impressed with the gaming knowledge we have. CON: Girls won't talk to us.

PRO: Can say stuff like "My weenie swampwalked, but was killed because of No Mercy" and boss understands you.

CON: Forget to turn off Magic filter, tell wife that "you pumped Serra at lunch" and sleep on couch.

PRO: We put out a jam-packed product we're proud of. CON: Every month.

The IO Gamer staff Game Fiends



When InQuest debuted way back in April 1995, the Magic set burning up the shelves was none other than the thallids and thrulls of Fallen Empires. Blood Wars, Doomtroo Galactic Empires, Jyhad, even our ol' friend Spellfire, were other CCGs kicking around then too.

masthead

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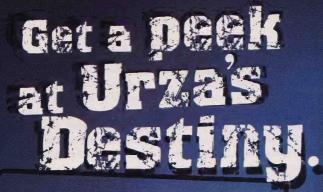
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Prerelease Tournaments May 29, 1999

Akron	OH	330-922-4263
Albuquerque	NM	505-265-6100
Anchorage	AK	907-27/2-4112
Atlanta	GA	770-753-0030
Baltimore/Washington, D.C.	MD	301-881-3530
Birmingham	AL	256-880-37/26
Boston	MA	617-666-5799
Chicago	IL,	847-724-9636
Columbus	OH	888-464-8881
Dallas	TX	316-946-1055
Denver	CO	303-366-3977
Detroit	MI	519-256-8084
Eugene	OR	541-485-0375
Honolulu	HI	808-596-8236
Houston	TX	713-680-1870
Indianapolis	IN	317/-77/3/-113/70
Knoxville	TN	770-753-0030
Las Vegas	NW	801-232-6137
Lincoln	NE	402-434-5056
Los Angeles Area	CA	818-787-3708
Louisville	KY	888-464-8881
Memphis	TN	901-752-3904
Minneapolis/St. Paul	MN	920-623-2791
New Orleans	LA	713-680-1870
New York	NY	212-633-6320
Orlando	FL.	770-753-0030
Philadelphia	PA	212-633-6320
Phoenix	AZ	818-787-3708
Pittsburgh	PA	888-464-8881
Raleigh/Durham	NC	336-889-9900
Salt Lake City	UT	801-232-6137
San Francisco Bay Area	CA	650-947-0398
Seattle	WA	206-675-1608
St. Louis	MO	314-947-8330
Syracuse	NY	212-633-6320
Wichita	KS	316-946-1055
CANADA		

CANADA		
Edmonton	AB	780-481-3496
Montreal	QC	514-849-5696
Toronto	ON	905-524-5725
Vancouver	BC	604-521-4471



212

Come check out Magic: The Gathering^{*}– Urza's Destiny^{*} Prerelease tournaments ... it is your destiny.

Each attendee receives one commemorative Urza's Destiny card while supplies last, one Urza's Saga tournament pack, and three Urza's Destiny boosters.

Some cities will feature second-day overflow tournaments on May 30. Fees vary by location. Check with your local tournament organizer for further information.

Preregistration ends 5:00 P.M. local time, Wednesday, May 26, 1999.

For worldwide tournament locations and information visit <www.sideboard.com> or call (800) 324-6496.



LETTERS TO THE EDITOR



LOVE... HATE... AND LEDERHOSEN...

Yowza, 50 issues! Counting the mag you're holding, that's how many InQuests there have been. That's roughly 6,500 pages of gamey goodness. I prefer to think of it as 1.75 million words of whacked-out wisdom, but that's probably just me. Me? I'm Tom Slizewski—say it slow: "Tahm Joe+nz"—the new staff DL (Designated Letter-answerer). It's my job to sift through your letters each month and take the raw mud of your missives and shape it into the gleaming pillar of thoughtful debate that is InQuisition. Last month's "all chick" edition is just the type of cutting-edge journalism you can expect here every month. And to prove it, I called in some IOU's and got Mr. Bell Z. Bub himself, Satan, as guest DL for this milestone issue. Take it away, horned one...

Hi-ya kids! Like you, I love all things Magic. Except when they ban cards like Darkpact, that really burns my buns. But enough about me, let's hear what's on the minds of some of my future, uh... pals.

JOCK ITCH

Lately I've been catching some guff for playing *Magic*. Mostly, it comes from jocks who make fun of anyone different from them. These are the kinds of guys who would pay \$3 for a baseball card they can only stare at. I pay \$3 for *Magic* cards but I actually *use* them and don't just wait until they're worth something. So I ask you, who's more stupid?

> K. Krunch Cyberspace

All the jocks in my realm have to run laps for eternity around a really hot asphalt track—think supermarket parking lot in Arizona, in July, except hotter—in their bare feet with no "athletic support," while Magic players sit in the shade and taunt them.

LOVE

This is truly a good time for gamers. It's a good time for all gamers! Now thanks to the extended coverage of CCGs, RPGs and computer games, gamers finally have a great mag to call their own. I love your extensive coverage of my favorite, the *Star Wars CCG*, and the "IQ News" section is great, giving important info to the gaming community. Keep up the good

PALS

work. I love the new format.

Aaron Conoly Princeton, Texas

His joyous nature displeases me, shall I fry him?

No, don't. He seems wise beyond his years. Also, he hasn't paid for his subscription yet.

HATE

I like your new format. Wait, let me rephrase, I would like your new format if I smoked enough weed and took some LSD! Why are you adding all this computer game crap? And why don't you ever talk about Palladium games? Their game system is best, excluding *AD&D* of course.

Alex Calligan Cyberspace

Why did you guys change the name to "InQuest Gamer"? It's stupid, and the layout sucks. Where's "Creative Campaigning"? Where's "Role Call"? And why the hell are you giving more coverage to Magic? That game is practically dead!

> Justin Paul Philadelphia, Pa.

Their whiny nature displeases me. Shall I fry them?

They won't be missed.

Ber in touch with your fellow game tansi Sand your name, address, e-mail addrest (if you've got ons), age, gender and strie reventes games to **IQPenPals@abl.com** or mail it to us at **1.0. Pen Pals,** *In Induest Gamer*, **151 Wells Ave.,** *Coursers*, NY 10920 MEGAN LOCKNER Female Age: 16 718 Towne Dr. Freeport, IL 61032 Likes: Advanced Dungeons & Dragons, Magic: The Gathering ALISTER VERADOR Male Age: 18 CEA Dept. PUP Taguig 1631 Metro Manila, Philippines Likes: *Megic, AD & D*

DAVE HIGGINS Male Age: 23 1 Darby Place. Folkestone Kent, UK, CT20, 1EL Likes. Magic, AD&D, Dark World



Wait a minute Mr. Postman. InQuisition has received over 13,000 letters the past four years.

ANNIVERSARY FUN FACTS



the LETTER of the MONTH as chosen by COW NOSE,

the 50-pound cat

Five years ago, I was the kid in the back row of your math class that everyone thought was mute. Three weeks ago, I retired with the legacy as the best Magic player of my group. In the world's eyes I was nothing, but in Magic, I was respected, accepted and feared like Stasis itself. But then, a friend got in trouble, so I sold every card I had to help. And after five years of blood, sweat and mana, I have but one thing to say: Thank you Richard Garfieldnot for this wonderful game, ingenious company or unique game system, but thank you, because every kid that played, at least for a moment, found the encouragement they should have gotten in life. From the Captain of the Lost, thank you.

Brian Scott

El Campo, Texas P.S. A friend asked if I regretted losing my collection. I replied, "No, but I should have bought more *InQuests* to read."

You're a genius Brian. And there's a lesson here for everyone not wanting to live a life of regret: Buy more InQuests! I'm surprised, however, that with Brian's highlevel butt-kissing skill—Richard Garfield and InQuest all in one short letter—that he's not at least the Colonel of the Lost.

MORE LETTERS ...

BRING BACK MY STAR WARS TO ME

What's is going on with West End Games? I've been GMing Star Wars for two years now and buy at least six sourcebooks a year. I am a huge fan of both the RPG and CCG with a book collection of around 60 and a card collection of around 10,000. Naturally it brought me to tears when I heard about the bankruptcy filing. But what's happened since you first reported WEG's filing for bankruptcy? Please, please, please say Star Wars will be back. If you do, I will buy every Atog I see for the rest of my life and send them to you. If you don't, you're a buttweasel.

> Tim Sanderson Cyberspace

You dare call me a furry dweller of the anal region! I suggest you invest in asbestos underwear before we next meet.

Cool it, fiery one, and answer the question.

Hey pal, trying to get through to Lucasfilm a month before the first "Star Wars" prequel release takes more magic than even I can muster.

The truth is, the Star Wars RPG continues to rest in limbo. However, WEG did put in an appearance at March's GAMA show (see "IQ News", page 18) so anything is still possible.

BLOODSUCKERS

WotC must think their customers are dumbass Kird Apes shelling out our hard-earned money for those precious foil cards. But not me! A friend of mine once said that he will stop buying *Magic* cards the day the packs include bubble gum. I am not going to wait that long. I will quit now 'cause I'm already dreaming about Peter "The Licid" Adkison taking a bath in champagne and going nuts by counting the extra dollars he squeezed out of kids chasing those so called "premium" cards.

> Stefan Rather Hamburg, Germany

I like monkeys.

Primates rule! Especially Kird Apes and Simian Grunts.

TOP 5 REASONS TO KEEP THE HURLOON MINOTAUR

5) Has the best pick-up line: "I'm horny, but aren't we all!"

4) Only Anson Maddocks artwork that isn't twisted.

3) Tattoos are cool. Facial tattoos are doubly so.

2) Since Jordan's retired, the only bull worth watching.

1) No other card says "Do you play *Magic?*" in any language.

John "Mace" Moesner Dayton, Ohio

Also, its face kinda looks like mine.

Tone it down, brimstone britches. You're going to get us in trouble. And speaking of britches...

LEDERHOSEN BOY

I'm a 14 year-old German boy and I missed about five issues of your magazine! Where can I get them? Oh, and before I forget, everyone in America thinks all Germans wear leather pants! But that's wrong! I'm living in Germany, not in Austria! I just wanted to set that point clear.

> Jens Riker Germany

Don't believe him. All German kids wear the lederhosen, it's the law. You wear 'em and you like it or you go to jail.

Aii... Stop lying, or I'm gonna get fired. We've been getting lots of back issue requests lately. If you're interested in getting past issues of IQG just call (914) 268-3594 or e-mail wizmart@aol.com. Each issue costs \$6, plus \$2 shipping for your whole purchase, and some are in very low supply.

You summon the prince of darkness, but expect me not to lie? I should show you what "fired" really means.

ALEX CALLIGAN Male Age: 14 5033 Lauderdale Dr Dayton, OH 45439 Likes: AD&D. Rifts, Star Wars RPS JESSICA SPENCER Female Age: 17 1710 Prathersville Rd. Columbia. M0 65202 Likes: *Magic, Heretic, Doom* JUSTIN MCCORMICK Male Age: 16 200 Marion Dr. 8 Chesapeake, VA 23322 Likes: Magic, Pokémon, Dragonball Z 2ACHARY LONG Male Age: 17 1300 78th Ave. North St. Petersburg, FL. 33702 Likes: Dune CCG, Middleearth CCG. Legend of the Five Rings CCG CORY RAZERHADEN Male Age: 34 650 Theniot Ave: New York, NY 10473-2922 Likes: *Magic, AD&D, Gamma World* RICHARD ESTES Male Age 18 1807 B Tecoma PI. Honolulu, HI 96818 Likes Vampire The Masgurade AD&D



Burrrp! If you ate one copy of every *InQuest*, you'd have consumed a whopping 21 pounds of paper.



CARD BOXES



InQuest Gamer seeks REAL ANSWERS TO STUPID QUESTIONS

To: Amulet Jewelry Catalog

I am searching for a box—inset with gems and/or having nice detail work and made of precious metal. This box will be used to hold my favorite 60card *Magic: The Gathering* deck. Thank you for your time.

Yours truly, E.T. Dudley

My only suggestion is a solid silver box I had hand made for a valuable gemstone. The box has a hinged lid and fleur de lis design on all sides. It weights about 5 ounces and is about 3 inches by 4 four inches by 2 inches. I want \$1000 for this one-ofa-kind box.

Yours, David Dikinis, Gemologist

EVEN MORE LETTERS...

ON THE BANNED WAGON?

I want to express my concern at WotC's recent efforts to ban the distribution of a shareware program called *Apprentice*, a virtual playing table for online gamers to meet and play *Magic*, design decks, etc.

I appreciate WotC's interest in protecting their intellectual property.

As they are a business, their chief aim is to earn a profit, and that is their right. However, I see banning *Apprentice* as unnecessary and possibly to their detriment. Through *Apprentice*, I myself have introduced several friends to *Magic*. These are people I do not get to see often who attend schools in other states. At my prodding, these people downloaded the program and tried it out, only to discover that they loved the game. Many of them have gone on to spend hundreds of dollars on *Magic*.

I understand that WotC may want to replace *Apprentice* with their own commercial version. If this is their plan, I hope that they include *Apprentice*'s developers in the creation of that product.

> Charles J. Kowalski Trenton, Michigan

I too love my apprentice. He does pointless menial labor under the auspices of being an "intern." What a dork! Right now, I've got him sweeping the floor in my condo—with a toothbrush.

That's not a real helpful answer, pitchfork boy. Let's talk with WotC public Kristine relations manager Szarkowitz—pronounced "Smith"—to get the real story behind the banning of Apprentice, the shareware program: "There is no banning. We entered into a cooperative program with Dragonstar to jointly develop the software. Apprentice and Netdraft are back on line and still free. WotC stepped in simply because we want to keep control of our property and not have Magic misrepresented. The most current version of these programs should be available at any of the popular Magic sites."

CHAN CHI HO Male Age: 18 110 Wishart Rd. #03-05 Pender Ct. Singepore 098729 Likes: Magic, Netrunner JOSHUA BALLARD Male Aga: 13 121 Independence Ava. Bardstown, KY 40004 Likes. Magic, AD&D, Pokémon

ANNIVERSARY FUN FACTS

DIE INQUEST! DIE! DIE! DIE!

I was skimming through *The Duelist* recently, and in one section asking employees what they hoped to see in 1999, one of the editors said *InQuest*'s bankruptcy. Did you know that they hate you?

Stan James Lansing, MI

Said wisher of bad tidings was Dungeon Adventures magazine editor Christopher Perkins. When asked about his comments he wrote us this letter:

There have been concerns voiced about my desire to see *InQuest* vanish like David Copperfield's career, the dodo or *Troll* magazine. Well, I have three words for you, my friends: This isn't Poland. We live in America, the land of the free. I can decry *InQuest* and condemn the magazine to bankruptcy if I want to. It's called free speech; if that bothers you, go back to Warsaw. They don't have toilets there, but hey, you guys obviously like to dump your crap on other people anyway.

Stan, maybe you're too naive to understand the cutthroat, Doberman-eat-poodle nature of the gaming industry, so here's what I suggest you do: Pull the box of crayons out of your derriere—that's French for ass—and go back to shooting shaving cream up your nostrils, gluing four-sided dice to your forehead and looking at the pretty pictures in your shiny new *InQuest Gamer*. When you can show me your grade nine diploma and can handle really big words like "irony" and "satire," I'll give you a free subscription to a real gaming magazine and buy myself a flying pig.

According to his associates at Wizards of the Coast, what Chris really meant to say was: "I facetiously replied 'InQuest's bankruptcy' when asked what I'd like to see most in 1999. The comment, made in jest, was never intended as an affront to InQuest, its dedicated staff, its loyal readers and the gaming industry in general. Truly, I would not wish bankruptcy upon anyone. The comment pointed to the growing and healthy competition

MICHAEL CHASTAIN Mele Age: 15 6104 Dunroven Lakes Ct. Carpentersville, IL 60110 Likes Magic Starcreft. Diablo BEN ROSARIO Male Age: 16 680B Infantry Post Rd. Ft. Sam Houston San Antonio, TX 78234 Likes: *Magic, ADSD*

14 INQUESTGAMER50

\$58,694. That's the combined value of all the grand prizes given away in *InQuest* contests. LAST OF THE LETTERS...

between our respective magazines, but it was a jaded, smart-aleck remark. My sincere apologies to all who were offended."

COFFEE BOY

I am interested in applying as an intern/coffee boy at *InQuest*. I have a lot of great ideas and a very creative mind. Also, I could live at the offices and guard them from burglars and other bad people. I'm 6'2", so I can reach things on the tallest shelves. But what's a "coffee boy" you might ask? A coffee boy is a person who makes and gives coffee to people who want it.

Sam Fondry Exeter, N.H.

Thanks for the offer Sam, but we don't have many tall shelves and don't drink enough coffee to keep you busy. There is, however, often a line for the single restroom here at InQuest. We'd certainly welcome a guy who wouldn't mind holding a bucket while a guy... You know...

Are you interested in any other internships?

HELP! SEND CARDS

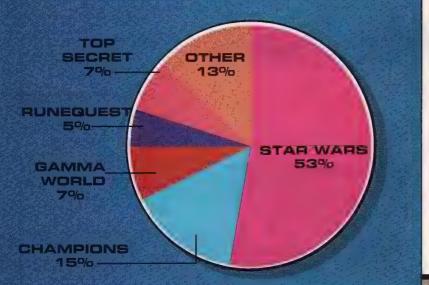
I live in a remote area of Alaska, a town of about 20 people. My friends all play *Magic*, but I always win. They don't have good enough decks, I suppose. That's where you all come in. I would ask that you pass the hat around the *InQuest* office, and see if you can find a pile o' cards to help my beleaguered buds compete. They really need the help. They are Kina Smith and Ayaire Voorhees at Box WWP, Ketchikan, Ak 99950.

Ethan Cantil Ketchikan, Alaska

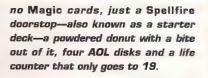
We passed the hat for our Eskimo pals but regretfully it came back with



IF YOU COULD BRING BACK ONE DEAD RPG, WHICH WOULD YOU CHOOSE?



Fans definitely want their Jedis, and while the future of that game is up in the air, our second place finisher, Champions, is due for a new edition real scon. The biggest surprise, over half of the "other" votes wanted to see TSR's old, non-Saga Marvel Super Heroes and Mayfair's DC Heroes back in print. And while there's not much hope for a new Marvel game, the DC Heroes' system is in use right now in The Blood of Heroes RPG. You can check it out at the publisher's website, www.PulsarGamesInc.com.



I could hook your friends up with all the Magic cards they want... Of course, they'd have to sign this piece of paper.

STICK A FORK IN PC MAGIC

What happened to Microprose's Magic for the PC? They haven't released the Fallen Empires cards and haven't said anything about future additions. The game needs numerous improvements as well, like adding higher resolution graphics and fixing some of the bugs.

And how about a Dominaria Magic online game? It could be like a cross between Ultima Online, Baldur's Gate and Magic. You could trade, duel, search around, build your deck, etc. It would be cool. Is Microprose planning any of this?

> Johnny Doericker Cyberspace

According to WotC: Microprose's Magic PC game will no longer be supported. There are no plans for future expansions or updates. The Magic team is currently working on the next online version of Magic. It's too early to reveal details, but they claim it will be the best computer Magic product fans have ever seen.

That concludes my time here, kids. Easiest soul I ever bagged. Remember, keep playin' Magic, and I'll be seein' ya.

I suddenly feel so empty. Hope you enjoyed "InQuisition," though. Have a good month and check back here in 30 sleeps.

Anyone doubting Tom Slizewski has no soul becomes a believer once they see him dance.

Send yer letters to: InQuestMag@aol.com or INQUISITION 151 Wells Ave. Congers, NY 10920 Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity



There have been 178 original, playable *Magic* cards printed in *InQuest* since issue #1. That's enough for a set all entirely on its own—in fact, it would contain more cards than 10 of the sets in *Magic*.

What's happening in the world of gaming...



JACKPOT OF NEW GAMES ANNOUNCED AT GAMA TRADE SHOW P lvis was not in the building, but elves were. Considering the building was the Orleans hotel in Las Vegas and it was hosting the annual Game Manufactur-

ers of America (GAMA) trade show, that's not surprising. It's at this show every spring that roleplaying and other hobby game companies announce their new products and show off

their latest wares. From what we saw, this year's game crop looks promising, not a hound dog in the bunch:

• The biggest news came from Precedence Entertainment, which not only announced a projected October release for a CCG based on Robert Jordan's Wheel of Time fantasy book series, but also a Tomb Raider CCG due out at Gen Con. Precedence plans to have roleplaying games based on both properties out early next year. Winter '99 should also see a revision of their Immortal RPG and two expansions for the Babylon 5 CCG and a new non-collectible B5 card game.

• Feng Shui will be back on store shelves in August now that it's been acquired by Atlas Games. This RPG has been much missed since Daedalus Entertainment went belly up. Sequel games to the hits *Lunch Money* and *Once Upon a Time* are rumored to be in the works for the year's end.

• At Hero Games, things are gearing up for a Gen Con release of *Champions, Fifth Edition* as well as *Champions: New Millennium, Second Edition*, which will include both Hero System and Fusion stats. Also, look for the animebased *Dragonball Z* RPG to show up using the Fuzion system. Hero also hopes to make a splash with their line of software for creation and conversion of game stats; featured games include *Deadlands, Call of Cthulhu* and *GURPS* among others.

• Hubris Games did well enough with its first edition of *Maelstrom* RPG to warrant a second. This August release will be a "big fat" product in the words of company president, Christian Aldridge, with a complete world setting and revised rules.

• And speaking of maelstroms... FASA's big release for August of '99 will be *VOR: The Maelstrom*, a sci-fi/fantasy, character-based miniatures game where players can play anything from mutant Soviets to psionic, alien martial artists to a bright and shiny version of the undead. FASA will also be releasing a *Shadowrun* quick-start guide to get players into their best-selling game fast. It should retail for about seven bucks.



In February '96, Fred Fields' beckoning mummy artwork on *InBuest* #10 won an award for best newsstand magazine cover. The award plaque still hangs above Managing Editor Tom Slizewski's desk, right next to our custom-designed Atog Pez dispenser. ANNIVERSARY FUN FACTS





18 INQUESTGAMER50

for your further reading pleasure...



• Pinnacle Entertainment also plans to have a big year. The Great Rail Wars miniatures game will be revised into a second edition and retitled Grim Crusade. The core Deadlands rulebook will also do the second edition thing, with a release at Origins in July. Brave New World, Pinnacle's new superhero RPG (see page 24) will be introduced at Origins with the trial of the heroic Patriot. His execution is set for Gen Con along with the release of the game. Yeesh! Talk about your kangaroo courts!

• Alderac Entertainment Group's swashbuckling Seventh Sea RPG is set for a June release and No Quarter, the CCG adaptation created in conjunction with Five Rings Publishing, is another Gen Con release. Their Imperial City box set for the Legend of the Five Rings RPG is also due this summer.

• Not enough Star Wars for you this summer? Decipher's top secret Young Jedi CCG should hit shelves almost immediately after the film's release. It's a new system, not compatible with the existing Star Wars CCG, intended to be easier to learn. For the existing game, Endor should see publication near spring's end as well as the Blaze of Glory expansion for the Star Trek CCG.

• Holy moley! Who'd a thunk it? After months of speculation and with the help of French investors, West End Games seems to be back on track. The much awaited reissue of the tile game Kings & Things is due this summer, as well as a new edition of Paranoia. But there's even bigger news from WEG: The DC Universe RPG is a go again! Expect superheroes like Batman, Superman and the Flash to roll out in a box set in late summer. However, there's still no comment on the future of their Star Wars RPG.

• Speaking of back from the dead... Avalon Hill is now a dedicated arm of Hasbro—dedicated to strategy games, that is. These won't be available at your local Toys R Us but only at your local hobby stores. Expect a big roll-out at Gen Con, including revised editions of classics like *Acquire* and *Diplomacy* (with—*gasp* metal pieces!) as well as a new Civil War game. There are also plans for a new and different RPG-like strategy game titled *Stratego Legends* and a revamped form of *Axis & Allies*, focusing on the war in Europe. Also on the horizon: *Diplomacy* for the computer.

• Fantasy Flight Games will continue its strong track-record of innovative products with the release of *Discwars* in June. In this groundbreaking fantasy game, armies composed of elves, dragons etc. are represented by differently sized discs and flipped along the table to determine combat. Trust us. You have to see it to understand it. Later in the summer, *Thunder's Edge* will give players the chance to dominate a planet of the same name by any means possible—military, political and any number of ways in between. And since these guys never sleep, they're also releasing *Cthulhu Live*, *Second Edition*.

• Of course, there's plenty of *Magic* planned for '99. First up is *Urza's Destiny* in June. The next stand-alone set, yetuntitled, is scheduled for October. Otherwise, look for Wizards of the Coast/TSR to continue to celebrate Advanced Dungeons & Drag-

ons' 25th anniversary with memorial products like the revised White Plume Mountain and Against the Giants modules. Pokémon CCG cards continue to sell like candy to kindergartners, and June will see the Jungle expansion. Also from TSR this fall comes a cool dark conspiracythemed supplement for Alternity entitled Dark Matter.

• Last Unicorn had fallen off the viewscreen but was at GAMA promising their long overdue *Star Trek RPG* supplements. This summer should see the Romulan box set, the longawaited *Deep Space Nine RPG*, the "classic" *Star Trek RPG* and the *Dune RPG*, based on the works of Frank Herbert.

• Conspiracy X from Eden Studios is making waves with sourcebooks on new conspiracy types, the "New World Order" across Europe and Area 51, the latter due to come out as a box set at year's end. And while on the subject, Steve Jackson Games' GURPS Conspiracy X is nearing completion and due for release by Christmas.

• Holistic Design's Fading Suns RPG is also doing the second edition thing this summer.

• And last, but definitely not least, Thunder Castle Games continues to add to its *Highlander* CCG franchise. Up next is a free online version of the game.

InQuest Gamer will keep you posted as all these projects develop over the next few months. Brent Fishbaugh



Digital Werewolves. PAGE 22.



Brave New World Coming. PAGE 24.



Record Sum Paid for RPG characters. PAGE 26.



Magic Grand Prix Primer. PAGE 28.

Battle.net King of Online Hill

2 MILLION-PLUS LOG ONTO BLIZZARD SITE

f you've noticed an increase in the number of busy signals you receive when calling into your internet service provider, it's probably because game jockeys are jamming the phone lines. Blizzard Entertainment's online game service, Battle.net, has logged more than 2.1 million users in the first two months of this year, a 50 percent increase from last year. This huge traffic volume has made Battle.net—home of the immensely popular *Starcraft: Brood War*—the world's largest Internet playing venue with peak hours topping out at more than 50,000 players competing simultaneously.

news

According to Bill Roper, director of third party development at Blizzard, "We believe that the combination of excellent games, ease of access and the fact that the service is free to our customers have been key factors to making Battle.net so popular."

According to Roper, the industry has really just started to take off, much to the delight of gaming fans across the globe. "The quality of games that can be played online has continued to rise, as well as the quality of the services that support these games. When you combine that with the ability to instantly meet and play against hundreds and thousands of gamers across the world as well as get involved in a community of people who have the same interests as you, it is no surprise that playing online has become so popular," he said. What is surprising is that the United States is not the number one market for Battle.net, it's South Korea. The United States is currently number two. Chuck Bednar



JACK IN Thousands of gamers are hooking into battle.net.

WE LOOKED IT UP...

(ack•ah•lite)

1. An attendant or assistant, like an altar boy. 2. The highest minor order in the Catholic church. 3. Multani's Acolyte: Green Urza's Legacy 2/1 creature that allows you to draw a card when it comes into play. 4. What vampires say when you point a lantern at them.

WotC Growing into Miniatures

eing top dog in collectible card and roleplaying games isn't enough for Wizards of the Coast. The company that owns *Magic* and *Dungeons & Dragons* recently announced it is going full-force into miniatures.

"We've [TSR] really been in the miniatures field for 20 years. Almost since the beginning," said Peter Adkison, president of Wizards of the Coast, the company that owns TSR. Until the end of 1998, Ral Partha, a leading minia-



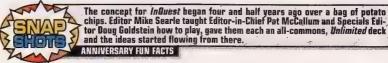
D&D minis.

tures manufacturer, produced official *D&D* miniatures under license. "The only difference now is we're taking miniatures inhouse. I believe we have much better capability to distribute and market them," Adkison said.

Wizards of the Coast-produced miniatures will likely be marketed under the WotC brand name. Bob Watts, a long-time

leader in the miniatures field, will join Wizards of the Coast as a vice president to head up the brand. Watts served most recently as president of Ral Partha. Prior to that, he owned and operated Heartbreaker-Target, a miniatures games manufacturer best known for the *Warzone* game.

Fans shouldn't be much affected by this change, except that minis are more likely to be available at local hobby stores. $\blacksquare MR$ Goode



I news PC Apocalypse WEREWOLF COMPUTER GAME LOOKS LIKE A HOWL

erewolves are real. At least you'll think so after loading up ASC Games' latest computer offering this fall. The twisted minds that produced the innovative 3D shooter Sanitarium are hard at work on their latest reality-warping project—Werewolf: The Apocalypse, The Heart of Gaia. Based on the White Wolf roleplaying game of the same name, this firstperson action game sets you up as a fledgling werewolf.

Fans of the roleplaying game won't be disappointed; the design team is led by gaming veteran Travis Williams, one of the RPG's original authors. *Heart of Gaia* uses the *Unreal* engine as its backbone, but this is not your typical shooter. For starters, it introduces character morphing technology. As Williams points out, "You can't make a game about werewolves if you're gonna cheese-out on the morphing."

You can freely change among three forms. The homid state is your human form, which offers the advantage of letting you use firearms. In the lupus wolf form, you can run faster, fit through narrow spaces and track your prey by scent. And in the half-man, half-wolf crinos form, you are nine feet of pure destruction. Morphing between forms is fluid, and an integral part of the game. You can change forms at any time, even while jumping. In fact, some of the game's puzzles can only be solved by switching forms on the fly.

Heart of Gaia starts out as a quest for vengeance, but turns into a desperate search for the title artifact and a face-to-face showdown with the Wyrm, the werewolves' greatest foe.

As you advance through the game you are rewarded with potent spell-like abilities—abilities like wasp talons, which sends



RAGE AGAINST THE COMPOLER Werewold RP5based PC game introduces morphing technology. a swarm of insects to encircle your foe, causing damage and setting you up for a lethal attack and "Blue of the Milky Eye," which can rep-

insects to encircle your foe, causing damage and setting you up for a lethal attack, and "Blur of the Milky Eye," which can render you invisible—useful in those rare instances when direct confrontation isn't the answer.

Heart of Gaia also offers a deathmatch multiplayer option, where you can choose to be from one of several tribes—each with its own special powers. For more information, be sure to swing by www.ascgames.com, where you'll find the latest updates every full moon. Jeff Hannes

BLAST FROM THE PAST A LOOK AT OUR FAVORITE CLASSIC GAMES

NAME: Wolfenstein 3D ORIGIN: Id Software 1991 TYPE: Computer Game

- CONCEPT: You're B. J. Blazkowics, a prisoner of the Nazis being held in the dungeons below a medieval castle. You escape from your cell and start plugging Adolf's finest in an attempt to stop German mad scientists from perfecting an unholy plan to raise an army of undead soldiers.
- LEGACY: PC Gamer magazine voted it one of the eight most important computer games ever created. Wolfenstein paved the way for the modern 3-D shooter. It's the father of the megahit Doom and great-grandfather of current favorites like Unreal and Half-Life. Its combination of "realism"—your viewpoint was through the eyes of the character—and over-the-top violence made it



an instant hit. Everyone, it seems, enjoys blowing away cartoon Nazis. TIME-FRAME. The year B.J. first blasted the bad guys saw the disintegration of the U.S.S.R. and the Rodney King beating in L.A. The film "Thelma and Louise" was golden at the box office, and the N.Y. Giants edged out the Buffalo Bills 20-19 in the Super Bowl. Tom Silzewski



ANNIVERSARY FUN FACTS

InQuest lost its staples beginning with issue #30 in September of 1997, almost two years ago. In the most famous of staple losses, *Playboy* lost its almost exactly 12 years earlier in October of 1985.

JURY BOX WE REACH A VERDICT

NEW CCGS. FINALLY! Few new CCGs have been published since Magic's play methods were patented. That looks to be changing with Precedence announcing Tomb Raider and Wheel of Time CCGs. Chronicles of Amber and No Quarter-the CCG related to the Seventh Sea RPG-are also in development.

HASBRO The toy and game mega-giant looks to be serious about becoming a player in our hobby. Products like Diplomacy with metal pieces and an updated Axis & Allies has us drooling with anticipation.

ULTIMA ADD-ONS Cool additions like the new evil and good special powers are keeping this online game competitive in a rapidly growing field.



THUMBS DIOWN

UNGLUED II CANCELED Bye-bye B.F.M.,



bye-bye Squirrel Farm, bye-bye Poultrygeist. You made us laugh, you made us cry, you just didn't make people buy.

NEVERQUEST When you actually get to play the newest multiplayer online game, EverQuest, it absolutely rocks. But with insufficient capacity, the title

seems to refer to how long it takes to log on. And don't even get us started on server lag.

DIVIDED WE FALL The hobby game industry stands together only once a year, at the GAMA trade show. It's a shame when big companies like Palladium Books, of Rifts fame, and White Wolf—Vampire, et al.—choose not to attend. We missed ya.

CONTEST WINNERS ED MCMAHON IS ON THE WAY!

NAME YOUR PRICE

Corey Woodall from the great white north-Victoria, BC, Canada-guessed within \$3 to win the nearly \$5,000 worth of games.

DEAD MAN'S HAND: MESS O' SQUIRES

Austin, Texas' R. Boney and A. Nelson tag-teamed the correct answer to this brain bender and pinned down a box of Urza's Saga boosters.

news **Pinnacle Creates Brave New World**

"PARANORMALS" FOCUS OF NEW RPG

sk not what your country can do for you; ask what your country might do to you." That's a quote from President-for-Life John F. Kennedy in the fascist America of Brave New World, the upcoming superhero roleplaying game from Pinnacle Entertainment, the makers of the Deadlands RPG.

Matt Forbeck, president of Pinnacle Entertainment and the lead designer of BNW, describes the setting as "a world in which

basic human rights don't get much more than lip service, and you play one of the few people with the power to do something about it." The United States has been under martial law since a team of disgruntled superhumans attempted to assassinate President Kennedy in 1963.

Today, civil rights and personal liberties are largely a thing of the past-especially if you're a paranormal "Delta." Either you register with the government and possibly get recruited or you become a Defiant, an outlaw dedicated to restoring democracy to a nation that's been brought up to fear you.



Unlike many superhero

not your clicke superherces. RPGs, Brave New World's system isn't designed to handle every

power imaginable. "Most superhero roleplaying games seem to be about simulating the entire breadth of the world of comic books," said Forbeck. "We're more interested in telling this particular story." Players choose their powers from preconstructed packages-super-strength, flight, invisibility-which are designed to be internally balanced.

Each supplement will feature more power packages, allowing for additional depth in character design. Pinnacle has support products for BNW lined up well into next year. After the release of the core rules will be a gamemaster's screen, followed by Ravaged Planet, which fleshes out the game's dark setting. Three organization sourcebooks are next: Defiants talks about the rebel Deltas and their fight for liberty, Delta Prime details the government's quasi-military superteam and Triumph, Inc. is a hero-for-hire organization that rents out registered Deltas to the highest bidder. Brave New World will debut at this year's Gen Con convention in Milwaukee, Wisconsin, the weekend of August 5-8. Jason Schneiderman



As of issue #49, *InQuest Gamer* had published over 6,600 pages of text; that's almost five times the length of the *Bible*.

24 INQUESTGAMER50

ANNIVERSARY FUN FACTS



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III TIMA ONLINE ACCOUNT AUCTIONED FOR RECORD SUM

t's every gamer's dream come true-selling your roleplaying characters for big money. Now, Ultima Online is making it a reality.

Accounts from the popular online RPG are selling briskly on internet auction services like eBay (www.ebay.com). The flood of sales began after a player known as Turbohawk sold his account in March for \$521. It included five high-level characters and more than a half-million gold pieces. "This is the best game on earth and I wish I had the time to play," he wrote after the sale. "But I don't have time to play anymore."

That sale was dwarfed two weeks later when Michael Hanson sold his account for a



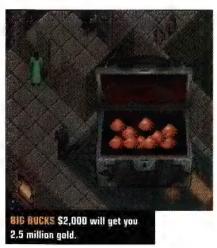
virtual real estate is selling for big bucks.

whopping \$2,025! "It was worth more than that to me," Hanson said. "I've been playing since November of '97, but wanted more free time to play other games." His account included a half-dozen high-level characters—a grandmaster mage and blacksmith among them—plus a placed castle, a keep deed and more than 2.5 million gold pieces spread over several servers. Bidding on this account started at \$50. Most accounts offered on eBay start in the \$50-\$300 range. "

According to David Swofford, a spokesman for Origin Systems, the game's publisher: "We're thrilled and fascinated by the sales. It's unprecedented that people are paying real money for virtual real estate." Swofford believes most of the sales involve active players who've reached a plateau in the game they can't or don't have the time to get past. "Also, strategic real estate is hard to get in the real world and in UO.

The only way to get things like castles in primo locations is to buy them," he said.

Ultima Online is set in the virtual fantasy world of Britannia and costs \$10 a month-plus the \$50 cost of the game-to play. In addition to the monetary investment required, UO is played in real time, and it takes months to build-up a character's skills and wealth. Because of these factors, UO accounts will likely be in high demand as the game continues to grow. UO pioneered pay-to-play massive online fantasy roleplaying and has reached 125,000 active accounts as of April '99. 🔳 Tom Slizewski





We always give all kinds of cool inserts away each issue. The heaviest? The oversized Chaos Orb from issue #12. The smallest? The mini Jawa card from issue, #49. The most expensive? The first *InQuest* board game, *Maelstorm*, at a whopping \$20,000.

ANNIVERSARY FUN FACTS

MAGIC TOURNEY SCENE news **Race For Glory MAGIC GRAND PRIXES A**

DASH FOR CASH

f you want to go to the big party, you gotta be invited. That's the way real life works and it's no different in the world of professional Magic.

And unless your name is on the "Top Guns" chart to the right of this article, you gotta earn an invitation. But that's not as tough as you may think. If you're serious about battling your way into the Pro Tour, your best bets are Magic Grand Prixes. Your chances of scoring a Pro Tour invitation at a Grand Prix are about as good as it gets, since the top eight players-instead of the top one or two at a Pro Tour Qualifier-get invites.

Even if you're not looking for an invitation, the cash prizes at a Grand Prix are worth the effort, with the top player netting \$2,400, and the other top 15 players splitting \$15,000; prizes are a bit smaller for Grand Prixes not held in the United States. And with 10 Grand Prixes scheduled so far in 1999-with more to be finalized later in the year-in eight different countries, sooner or later, one of these will take place near you.

Of course, the cash and Pro Tour invitations mean Grand Prixes are among the biggest Magic events; it takes two days of grueling play to determine the top players. And since players can also score Pro Tour points for doing well at a Grand Prix, many professional-level players attend and the competition is tough. On the up side, if one of the top eight players is already qualified for the Pro Tour, the invitations are passed down to the next noninvited player.

This past March saw two Magic Grand Prixes:

INNING TIDE DECK

At GP Vienna, Austria, 350 players met at the Hofburg, a gorgeous 19th-century building in the historical city, to see who would bag the money and invitations. Emerging victorious was Kai Budde, the undisputed master of European Grand Prixes. He'd earlier won GP Barcelona, Spain, and come in second at GP Birmingham, England. In fact, he's the only player ever to win consecutive Grand Prixes. The most amazing thing about Budde isn't his Grand Prix successes, though, it's his humility. You'd think winning two major events would build some well-deserved pride in his ability. But Magic has taught him the foolishness of pride. "I'm the world's biggest scrub who keeps getting lucky at

GP-VIEN

LAND

3 Volcanic Island

4 Thawing Glacier

SHOFFOARD

4 Hydroblast

1 Mountain

2 Null Rod

4 Ophidians

4 Pyroblast



GPs," he said. "After Vienna, I played a tournament using my winning Tide deck and lost every match!"

Closer to home was GP Kansas City, Kansas, the last opportunity to qualify for the next big Pro Tour in New York, the last weekend of April. More than 450 players showed up for this final opportunity to make it to the big time. Mark Gordon proved to be the man to beat. He took the top spot by deftly playing a basic Sligh deck. While his deck was fairly standard, his sideboard strategy was brilliant; in the last round of Swiss play, he used all 15 cards from his sideboard to defeat a "CounterSliver" deckremoving most of his creatures in exchange for Pyroblasts, which counter blue spells, and the legal maximum of four legal Anarchy, which buries white creatures. This allowed him to destroy all his opponent's dangerous white/blue Crystalline Slivers-the ones makes all slivers untargetable. These were key to his opponent's deck and removing them assured his victory.
Rick Moscatello and Alex Shvartsman





Although we'd occasionally mention new games other than CCGs, *10* didn't start direct coverage of RPGs till issue #26, when we covered them in our favorite, games of all time. We started with online computer game coverage almost two years later in issue #46:

ANNIVERSARY FUN FACTS



BLUE

2 Arcane Oenial 4 Counterspell

3 Frantic Search 4 Force Of Will

3 Merchant Scroll

3 Stroke Of Genius

1 Mysticel Tutor

Palinchron

4 Time Spiral

4 High Tide

4 Impulse

Big-time *Magic* 1999

Ready to try your hand at pro level Magic? Here's a nundown of the top events remaining in 1999. The next Grand Prix will be in Amsterdam, Netherlands, from May 15-16. After that, it's on to Washington D.C., June 18-20. Formats for these are undetermined. There will be several more GPs through-



Magic events.

out the year, but times and places aren't definite. Locations being considered are Memphis, Tennessee; Sydney, Australia; and Porto, Portugal.

You've likely just missed Pro Tour New York, held in Secaucus, New Jersey, April 30 through May 2. But you have plenty of time to qualify for the next PT, in Chicago, September 25-27. This will be Limited Booster Draft format and have the usual \$150,000 purse.

Before that will be national tournaments in most *Magic*playing countries. In the U.S., the Nationals take place the 4th of July weekend at the Origins

convention in Columbus, Ohio. Rochester Draft format will be used. To get to play in the nationals, you must have a Standard/Limited DCI rating above 2,000 — the exact number will be determined in May— or qualify at the convention prior to the Nationals starting.

The 1999 Magic season will wrap up with the World Championships, held in Yokohama, Japan. This six day event will test the endurance and skills the top Magic players in a wide variety of formats, and top players will split a quarter of a million bucks! Rick Moscatello

TOP GUNS MAGIC SHARPSHOOTERS

- WORLD'S 10 BEST MAGIC PLAYERS 1. BRIAN SELDEN, San Diego, CA, USA
 - DCI STANDARD RATING: 2144
- 2. DARWIN KASTLE, Aliston, MA, USA DCI STANDARD RATING: 2082
- 3. SCOTT R. JOHNS, Northridge, CA, USA DCI STANDARD RATING: 2069
- 4. GARY KRAKOWER, Toronto, ON, Canada DCI STANDARD RATING: 2058

5. PLAYER OF THE MONTH

JON FINKEL, 20, from New Brunswick, NJ DCI STANDARD RATING: 2055 JOB: None

FAVORITE MAGIC CARD? Ophidian FAVORITE NON-MAGIC ACTIVITY?

NUMBER OF TIMES HE'S CHANGED HAIR COLOR 2 (to red then blonde) NICKNAME AS A CHILD: Fink



FAVORITE TV SHOW: "Buffy the Vampire Slayer"

- BIO IN BRIEF: Finkel has been a consistent top performer on the Pro Tour, scoring in the top 32 of every single Pro Tour event in which he played last year, and was named 1998 Pro Tour Player of the Year. His biggest *Magic* win was at the third PT NY, where he won first place and \$25,000. His most recent near-win was at PT LA, where he came in second.
- 6. MICHAEL LONG, Charlottesville, VA, USA DCI STANDARD RATING: 2046
- 7. ADAM D. VINCENT, Longwood, FL, USA DCI STANDARD RATING: 2044
- 8. MIKE BREGOLI, Southwick, MA, USA DCI STANDARD RATING: 2040
- 9. CHRISTOPH O'LEARY, Malden, MA, USA DCI STANDARD RATING: 2038
- 10. GLYEB G. KOUMASINSKI, Columbia, MD, USA DCI STANDARD RATING: 2047



MAGIC UPDATES RULE CHANGES AND OTHER TECHNICALITIES

ENERAL RULINGS

If two legendary permanents have different types (e.g. one is a creature, but the other has been affected by Soul

Sculptor), they are still subject to legend rules. Under Fifth Edition rules, all lands have an implied "Play this ability as a mana source" tacked on to the end of each mana ability. Changing the permanent type of the land (for example, turning it into a creature) will not cause its mana source abilities to become instants. Zuran Orb is unbanned in Type 1.5.

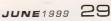
SPECIFIC CARD RULINGS

If an opponent plays Fertile Ground on your land, you choose the color of the additional mana when you tap the enchanted land for mana. If you put Transmogrifying Licid on an animated Mishra's Factory, the Licid will fall off at end of turn. This reverses an earlier ruling that said the Factory would become a 1/1 artifact creature indefinitely.

If Mask of the Mimic or Remembrance instructs you to search for a Clone, you must search for the creature the Clone was last copying. The same applies to all other such "copy cards."

ERRATA

Booby Trap, Brink of Madness, Defense of the Heart, Hesitation, Impending Disaster, Mogg Bombers, Planar Collapse, and Second Chance should read, "sacrifice [this card] to [generate some effect]." For example, you can no longer use Second Chance's ability and still return the enchantment to your hand with Capsize.



UPCOMING RELEASES IN THE WORLD OF GAMING

RELEASE OF THE MONTH Shootout at High Noon by Sean P. Fannon

CATEGORY: Collectible Card Game FROM: Five Rings Publishing RELEASE: May COST: \$9.99

THE GIST: Most people know that *InQuest Gamer* started out as a magazine primarily dedicated to collectible card games, and they're still a major love for everyone on the staff. As such, you gotta figure that any game that captures our imagination has got to be one of the best ever made; *Doomtown* is just such a game. *Doomtown: Shootout at High Noon* is your chance to jump on your horse, slap on your shootin' irons and ride into the fantasy/ horror/Western town of Gomorra to make your fortune. Complete with two complete preconstructed decks, you and a sidekick can get down to business and join in all the fun without missing a step. No game does well if new players can't easily get involved, and this fully developed starter set is meant to make sure you can draw and flop with the best of them.

Newbies will find lots to love about this game. Not only is the story top draw and the characters cool beyond words, but the game play is the most unique and clever invented for the hobby. Anyone who knows how poker works will have an edge here, although it's still a very different game where strategy means more than luck. The right deck construction will mean a slick, fast game, but the wrong mix can mean the undertaker has yet another coffin to hammer together.

Although this is mainly a beginner set—100 cards of Law Dogs and Black-

jacks—old hands will also find some of reason to grab this boxed set, since there are two cards totally unique to the box that you won't find in any boosters or other starters: experienced versions of Eddy Bellows and Corky Henderson. In other words, there isn't a *Doom*-

town player, old or new, who will want to miss this Shootout.

SLAP LEATHER This introductory set will help new hombres get along.



Fred Fields has painted the most covers for InQuest—four including issue #10's voluptuous mummy, issue #21's evil Santa, issue #27's sand creatures and issue #35's werewolf. Seven others have painted two each—Stefano Baldo, Ed Beard, Brom, Clyde Caldwell, Larry Elmore, Anson Maddocks and Steve Stone. ANNIVERSARY FUN FACTS

diands TM & @ Pinnacie Entertainment, FRPG authorized us

Awakenings

CATEGORY: Collectible Card Game FROM: Five Rings Publishing **RELEASE: June** COST: \$8.99 per starter, \$2.49

per booster

THE GIST: The world of Legend of the Burning Sands just got a lot more crowded. Not only are more people entering into the strange game of power and dominance, but now, there's a god about to wake up and smell the coffee. The underestimated, deceptively powerful Merchant's Guild has entered the fray with its vast resources and connections. And there's another group-less



structured and more eclectic than the others-hell-bent on waking Lord Moon for its own nefarious purposes. Night in the desert is filled with new dangers, and those that sleep through it might wake up to find a knives at their throats.

Clanbook: Salubri

CATEGORY: Roleplaving Game FROM: White Wolf Studios **RELEASE:** June COST: \$12

THE GIST: Can't we all just get along? Apparently not, as the upstart Tremere continue their war of genocide against the only Kindred clan capable of actually healing anyone. With their founder, Saulot, dead and most of his followers having joined him in oblivion, the few that remain have, from necessity, turned from healers to warriors just to survive. Find out how this new direction changes them, as well as the many secrets they bear away from the hungry and ambitious who hunt them. This clanbook for the Vampire: The Dark Ages may be the most important as an entire clan faces annihilation. Why do they face this danger alone?

Corporate Download Sourcebook

CATEGORY: Roleplaying Game FROM: FASA Corporation RELEASE: May **COST: \$20**

THE GIST: Hostile takeovers in the world of Shadowrun tend to have high body counts and massive property damage. Entire financial empires can rise and fall in the aftermath of a corporate war, and the nastiest one to date finally ended after two years. Find out who's on top, who's buried and where your runner fits into it all with this complete overview of the new face of corporate America. The war may be over, but there are whole new battles to be fought, and it's guys like you who'll be waging them. Whose creds are you gonna snag, and what will you have to do to get them?

Grim Crusade

CATEGORY: Miniatures Game FROM: Pinnacle Entertainment RELEASE: May COST: \$74.95 THE GIST: Toy soldiers were never like this! Undead gunslingers and mad scientists with steam-powered flame-throwers blow each other away in this highly anticipated boxed set. Featuring the latest and greatest version of the award-winning Rail Wars rules, with all the extra stuff in one place, this is the ultimate starting point for anyone wanting to get in on the fun. The Pinnacle dudes love their toys too, and you'll find lots of miniatures, chips, cards and diceas well as a mess of cardboard buildings your little guys can tear up and blow apart. Slap leather, saddle up and keep yer head down, partner.

GURPS Who's Who Guide #1

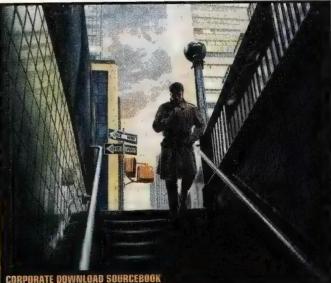
CATEGORY: Roleplaying Game FROM: Steve Jackson Games RELEASE: May COST: \$19.95

THE GIST: GURPS has long provided us with game stats for everything cool and interesting in the universe—and a lot of stuff from lots of other universes too-and this supplement is no exception. Another excellent addition to any gamer's library, this is a collection of 52 of the most interesting and odd individuals in history. Personal histories, notable facts and wicked speculations accompany actual game statistics, making this a useful reference as well as a game sourcebook for almost any kind of campaign. Just how bad was Genghis Khan? There was a real Dread Pirate Roberts outside "The Princess Bride"? Time to find out.

Junale

CATEGORY: Collectible Card Game FROM: Wizards of the Coast **RELEASE:** June

COST: \$9.99 per preconstructed deck, \$2.99 per booster THE GIST: Hey, what are all these kids playing, anyway? It's called Pokémon, dude, and it's taking the collectible card game hobby by storm. Descended directly from the hit Game Boy game, you put together teams of your own monsters to do battle with whatever gang someone else wants to bring to the table. Simple,





but scads fun! This expansion features 48 new cards—among them, some ultra-rare holographic cards that feature major cool "super-attacks." Collectors will be clawing at the doors for this one, and the neighbor's kids will whip your tail if you're not ready, so be wary of yellow mice that give electrical shocks.

Legacy of the Forge

CATEGORY: Roleplaying Game FROM: Alderac Entertainment Group RELEASE: June COST: \$9.95

THE GIST: The right hand of the Emperor has long stood for honor and victory on the battlefield. Unfortunately, the enduring pride of the Lion is also its greatest flaw and threat, ever ready to tear the clan asunder from the inside as the families vie for triumph in an effort to prove who has the greatest honor. This adventure thrusts your *Legend of the Five Rings* characters into an intrigue-filled story where diplomacy is barely able to contain the fury of the wounded Lion clan and an empire-wide war looms on the horizon. Newly expanded rules for mass combat and the concept of bushido on the Rokugani battlefield play a pivotal role in the conflict.

Monsters, Muties & Misfits

CATEGORY: Roleplaying Game FROM: Pinnacle Entertainment RELEASE: May COST: \$20

THE GIST: The wastelands of *Deadlands: Hell on Earth* are more dangerous than Friday afternoon traffic in Los Angeles, and this book contains the rundown on the nasty varmints that inhabit them. Everything from the slightly altered cybernetic battlehounds to the truly bizare self-replicating bonebots can be found in the deserts that make up most of the world, which means there is no such thing as "too much ammunition." No marshall should go without this book, as it gives you all you need to plot the ugly and radiation-scarred demise of your posse. Ooops, did we say that out loud?

Return to the Keep on the Borderlands

CATEGORY: Roleplaying Game FROM: TSR RELEASE: June COST: \$12.95

THE GIST: The first *Dungeons & Dragons* game I ever played had us stomping through this, the most famous beginning adventure in roleplaying history. TSR finally closes the circle with a complete update and expansion on many players' favorite dungeon of all time, originally created by the godfather himself, Gary Gygax. It's the Silver Anniversary, and the old Keep gets a face lift and whole new dangers to deal with. Updated to current *AD&D* rules and fleshed out with more adventure and excitement, this is one nostalgia run you can't afford to miss. Even better, it's still a fantastic starting point for a new campaign. For a sneak peek, check out this issue's *Warriors of the Gray Queen* adventure module booklet which serves as a prequel to the *Return to the Keep on the Borderlands*.

Siege of the Sleeping Mountain

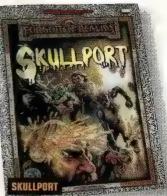
CATEGORY: Collectible Card Game FROM: Five Rings Publishing RELEASE: May COST: \$9.99

THE GIST: One of the most exciting CCGs since *Magic: The Gathering, Legend of the Five Rings* has captivated thousands of players around the world with its character-driven game-play, elegant rules and ever-expanding storyline. Official tournaments actually decide the fates of characters and even entire clans, letting the fans impact the future of their own game. You can get in on this wonderful community with this beginner-oriented boxed set, which features two preconstructed decks, revised and easy-to-follow rules and brand-new cards— including some exclusives. Glory to the Empire... and Bayushi Kachiko's string bikini.

Skullport

CATEGORY: Role playing Game FROM: TSR RELEASE: June COST: \$18.95

THE GIST: The city of thieves called Skullport lives and breathes right below Waterdeep, with all the sights and sounds that will cause you fear and wonder. Described as a "subterranean Casablanca," this place defines the term black mar-



ket "underground" where people come to procure the obscure and accomplish those acts which fall under the gray areas of the law. Good and evil put friction aside here; everyone gets by as they can in a place with its own rules and way of life. As unique a place as Waterdeep is, this is 10 times moreso and a thousand times darker, so be careful not to tread its underground passages lightly. You could lose more than your wallet or you could lose your soul!





50 issues later, only four columns from our premiere issue are still around: InQuisition, Killer Decks, Swan Song and, despite a 20-month absence from June '97 to December '98, Card Stock.

The Mountains of Madness

CATEGORY: Roleplaying Game FROM: Chaosium Games RELEASE: June COST: \$29.95

THE GIST: Nothing like the frozen wastelands of Antarctica to really drive you loopy! This epic *Call of Cthulhu* campaign that picks up where the classic Lovecraftian tale, "At the Mountains of Madness," left off. Miskatonic University is funding a more elaborate and better-equipped expedition to find out what happened to those poor souls that went before, as well as the mysteries that drove them to the end of the Earth. Set in the 1930s, this is pulp-era exploration and adventure with the kind of twist you can only find when elder nightmares are involved. Grab your earmuffs and beware of snow blindness!

Urza's Destiny

CATEGORY: Collectible Card Game FROM: Wizards of the Coast RELEASE: June

COST: \$9.99 per preconstructed deck, \$2.99 per booster

THE GIST: Those nasty Phyrexians have met their match in the ancient planeswalker we all know and love, Urza. In one of the most successful story-arcs in *Magic: The Gathering*'s history, we've watched Urza span the whole of Dominaria as he struggles to save his chosen lands from their evil threat. New preconstructed decks include a "Battle Surge" control deck, "Enchanter," heavy on blue creatures and enchantments, the black weenie "Assassin" deck and "Fiendish Nature" with its big green creatures and graveyard manipulation.

Werewolf: The Dark Ages

CATEGORY: Roleplaying Game FROM: White Wolf Studios RELEASE: June COST: \$21.95

THE GIST: So, there you were, the dread dark lord, living the high life in your gloomy castle as the peasants meekly served your every whim and comely lasses from the village kept the ol' blood flowing just for you. Suddenly, this huge dog barges onto the scene, stirs the peasants into a frenzy and eats your best ghouls! Even in the heyday of vampire dominance, the werewolves run free and wild in this supplement designed to bring *Apocalypse* players into the Dark Ages. Find out what tribes are running where, how the Garou rule Man and what the battlefield looks like in the bad old days in this supplement for *Vampire* and *Werewolf* players alike.

World of Greyhawk Campaign Map

CATEGORY: Roleplaying Game FROM: TSR RELEASE: June COST: \$9.95 THE GIST: The "Great One" returns—the



WEREWOLF; THE DARK AGES

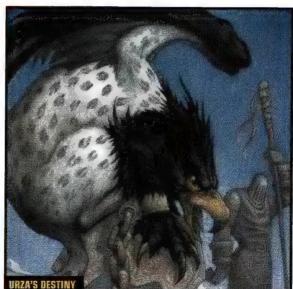
ultimate fantasy game world map. The original still adorns many a gamer's walls, and now we have the map we've been waiting for ever since Greyhawk came alive again. At a wall-spanning 60" by 44", this is the largest map TSR has ever published, and it has everything. Every major road, boundary, geographical feature, man-made fixture and all the cool bits that make Greyhawk the most famous game world in the hobby are here. No Greyhawk GM, player or gaming fan will want to be without this.

Worms! CATEGORY: Roleplaying Game FROM: Pinnacle Entertainment RELEASE: May

COST: \$9.95

THE GIST: The *Deadlands* dime novels are cool combinations of fiction and game adventure, giving you a helluva good read as well as some excellent gaming material to use on your own posse. This one features Ronan Lynch, an undead gunslinger who just can't seem to quit the hero business, and his long-time pal Hank "One-Eye" Ketchem, a Texas Ranger who's too ornery to be afraid of anything. Mojave rattlers—think, big, BIG snakes—are harassing a town the two passing through, and when you cross these rascals with the bizarre, things can only go downhill for the peace-loving folk. Get the real deal on how things work in the Weird West.

Sean Fannon's destiny is to go on a grim crusade to awaken the sleeping mountains of madness.







In the first few issues of *InBuest*, the *Magic* Players Guide and Price Guide were one entity; card prices were listed along with their complete text and abilities. In issue #4, the guides were split, and the Players Guide was sorted by card type instead of set to make reference easier. AWNIVERSARY FUN FACIS



CHALLENGE And the gauntlet was thrown. Games Editor Jeff Hannes—known as much for his mouth as his prowess at gaming—offhandedly commented during lunch that not only could he beat any *Q* staffer in *Magic*, he could beat all of us. At once. Not a team to pass up an opportunity to humiliate a co-worker, the *IQ* staff all took up arms to deflate the otherworldly ego that is...(cue reverb effect) Jeff Hannes!

ONE INQUEST

GAMER EDITOR

MAKES THE

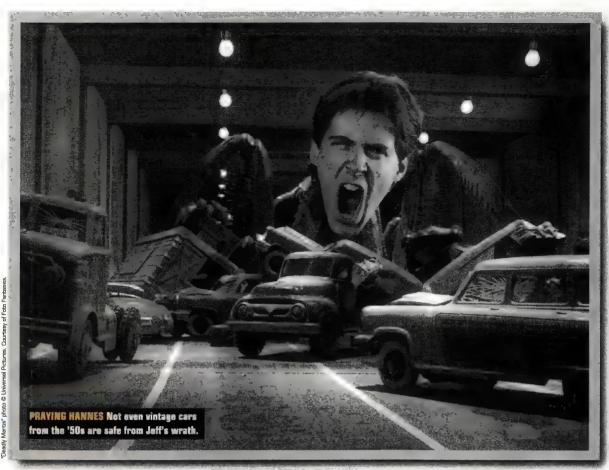
ULTIMATE MAGIC:

THE GATHERING

BY THE IQ GAMER STAFF

MIGHTY JEFF YOUNG Horrible monster Jeff Hannes terrorrizes the IO staff (I. to r.J: Mike Searle, Brent Fishbaugh, Tom Slizewski and Paul Sudlow.

> Opening photo "King Kong" courtesy of Foto Fentas es Headshots Paul Schirsloi



THE RULES

Jeff can build a 60-card deck using any cards he wants, though he can only use one of any restricted card and no banned cards. The other four guys-seeing how it is a four-on-one slobber knocker-can only use cards that are the lowest of the low, cards which have a one-star rating in the IQ Gamer Players Guide (meaning they suck more than a White House intern).

IT BEGINS (NOON)

After everyone gets an hour to build a deck and it's democratically voted on as to who goes first (it was 4-1, Jeff goes last), Tom begins the showdown by playing a Mountain and casting Goblin Digging Team. In the slim chance Jeff was high on peyote while constructing his deck and actually has some walls in there, Tom's got his number.

The rest of turn one sees Brent drop a Plains and a Miracle Worker (we don't know what it does either), Mike drop a Swamp, Paul a Forest and Jeff a Black Lotus, three Moxes and an Erhnam Djinn. This game already blows.

FIRST BLOOD (12:15)

Mike's dead, Tom's at 14 life, Brent's at 18 and Paul still hasn't cast anything yet.

As Jeff sits back in his chair and smiles a smile so smug Ted Turner would call him arrogant, we wonder how it is that some players manage to separate their personal feelings from something that's "just a game" (read: we are so keying his car after this).

SUMMONING SICKNESS (12:30)

We've killed Jeff's stupid Erhnam Djinn, but not before it brought Paul down to 16 life. The momentum seems to turn as a veritable tide of seldom-seen, undeniably worthless Magic creatures sit across the table from Jeff: a Kobold Taskmaster, Carrier Pigeons, a Marble Priest, Arctic Foxes, something called "Torsten Von Ursus," a Giant Turtle, a Water Wurm, Osai Vultures and Spreading Algae (which is really an enchantment, but what Jeff doesn't know can't hurt him ... much).

PSYCHOLOGICAL WARFARE (12:49)

After we actually hit Jeff for some damage, he casts Congregate followed by Wrath of God. Now with a little under 40 life, Jeff casts Time Walk and plays an Elvish Archer, a Pegasus Charger and a

ANNIVERSARY FUN FACTS

Youthful Knight. We take this time to point out how truly unfun the game has been up until this point and how if Jeff truly cared about our feelings—his friends and colleagues-he'd concede the game now and go pick us up some sandwiches. It doesn't work and we're forced to continue this farce.

HOPE BLOSSOMS (1.00)

As Jeff's delightful first-strike creatures whittle everyone down to single-digit life, Tom plays two, count 'em-two-Oath of Mages. As the black grip of despair is lifted from our lil' gamer hearts, Jeff pisses all over our parade by Disenchanting both of 'em. Ignoring our inquiries as to the truth behind his lineage, Jeff Swords to Plowshares his own Elvish Archer to get his life total to 40 "just because he can." We take another vote and in a similar 4-1 decision, name him the most annoying Magic player ever in the history of ever.

GUINNESS CALLS (1:13)

Time seems to stand still as-for the first time since the fall of 1994—a Homarid is brought into play.



Only three games have been dreadful enough to warrant a rating of 1, the lowest "honor". InQuest reviewers are allowed to bestow. They are, in equal order of crappiness, Dr. Who, J.E.D. and SuperDeck/ Believe it or not, Spellfire received a 3.

JAUNTY JINGLES (1:20)

Jeff, who's all but tuned-out the jingle we've written about him while he analyzes his every move for like an hour ("Woody Allen has an ex-wife, the lady's name is Mia, we hope Jeff joins the Navy and catches gonorrhea"), casts Regrowth on his Time Walk, recasts and then follows it with a Time Spiral. Somewhere in all this Jeff kills Paul and brings a Serra Angel into play.

THE SHOWSTOPPER (1:35)

Tom plays a Mountain.

PHILOSOPHY 101 (1:37)

Jeff sends his creatures into battle in an all-out blitz, only to have Brent cast Holy Day, the white equivalent of the combat-stopping Fog! Whoohoo! We take this time out to remind Jeff what Sun Tzu, the great Chinese philosopher of 4,000 B.C., said about Magic: The Gathering play strategy: "It is not how the soldier carries his sword that wins the battle, but rather how he carries Jeff's momma." We all giggle like small schoolgirls while Jeff just gives us this weird glassy-eyed stare. He's probably wondering if Sun Tzu really knew his mom.

HOPE BLOSSOMS, THE SEQUEL (1:51)

Not only have we managed to kill most of Jeff's creatures, but Tom has another Oath of Mages out and Brent's got an Akron Legionnaire—an 8/4 creature—standing guard! While both of their life combined barely hover over 10, it looks like the tide might yet swing back to "the good guys" (*Editor's Note: That makes Jeff. "the bad guy"*). Shame that Jeff's still at 32 life. We raise the stakes as Brent casts an Arcum's Weathervane and starts turning Jeff's land snow-covered, followed by a Cold Snap (which, coincidentally enough, does a point of damage for every snow-covered land a player has. That's called a "combo."). To finish out the turn, Tom casts a Mishra's Groundbreaker. Way to end on a high note.

BREAK OUT THE KEG! (2:10)

Jeff, down to *GASP!* a measly 29 life,

Disenchants the Oath of Mages, casts Ancestral Recall and then plays two Moxes and a Sol Ring. To round off his "look at my fancy cards" turn, he pats all his artifact mana lovingly and casts Manabarbs... only to have Tom cast Abjure and sacrifice the still-breathing Homarid! Whoo-hoo! As Jeff rolls his eyes and drops the Manabarbs in the graveyard, Brent and Tom high-five and dance as well as two white D&D fans can.

INTERLUDE (2:18)

Still dancing.

WHITE MEN CAN'T FLIP (2:21)

Tom casts a Chaos Orb! Well...it's really just a Falling Star, the poor man's Orb, but



DECK FEATURE JEFF'S DECK THE REST OF US

		11.1 J
Best Creature	Multani, Maro Sorcerer. Can be a face-smashing, deck-trashing 33/33 by the second turn.	Dwarven Pony. Its scraggly ass gives slow-motion pony rides—oh, and dwarves get mountainwalk.
Most Powerful Combo	Time Spiral/Regrowth. Draw seven new cards and play a whole bunch of things in the same turn, like a Black Lotus, Erhnam Djinn, Serra Angel, Then repeat all over again.	Mountain/Mons's Goblin Raiders. Yeah, baby! Now we're cookin'!
Best Spell	Ancestral Recall. Three cards for one blue mana. Wow!	Marsh Gas. A crappy instant, or the foul-smelling odor coming from our inept black deck.
Meanest Trick	Manabarbs/Moxes; Every mana tappëd gradually kills opponents; Jeff stays unharmed with power artifact mana.	Mana Clash/Lucky Coin. Keep flip- ping and hope that 20 tails come up in a row to kill opponent.
Damage Dealt by Turn Five	42 points. Two opponents dead. One praying for a Wood Elemental.	Depends. To opponent: zilch. To ourselves

THE WORST DECK

This winner here's got big creatures, direct damage, discard, land destruction, countering, life gaining—and it still sucks. The worst deck in the world might be 59 Swamps and a Zephyr Falcon, but the worst *playable* deck might be this one. Get out your Aisling Leprechauns as speed bumps, protect yourself with Quagmire and hope to last long enough to cast one of your big guns like the Infernal Denizen—of course,

that might even be worse. Heck, we don't have any strategy for you; we don't even recommend you play it.

BIG GUNS: The four bad boys in your deck—Black Carriage, Elder Spawn, Infernal Denizen and the Wood Elemental—can do some damage... unfortunately, they usually do more damage to you. The Wood Elemental destroys your Forests, the Black Carriage sacrifices your creatures and the Elder Spawn eats your Islands and eventually kills you. Don't play it unless you're desperate.



VERSATILITY: Kudzu is a land-destruction spell that might never work. Rakalite can net you life—for an exorbitant cost. Phyrexian Tribute and Tendrils of Despair can screw with your opponent—if you sac creatures. Force Void can counter a spell, maybe, but it's so darn expensive. All are the worst spells of their type. Good luck.

ARTIFACTS

- 1 Arcum's Weathervane 2 Goblin Lyre
- e obuint Lyre
- Ligangling Automator

BLACK-

- 2 Black Carriage
- 1 Infernal Denizen
- 2 Krovikan Plague
- 1 Marsh Gas

BLUE -

- 1 Elder Spawn 7 Eoros Void
- e ruice vuu

GREEN-

- 2 Alsting Leprechau
- C OUTING ROCK
- 2 Kudau
- 1 Net set De

LAND

- 1 Adventurers' Guildhouse
- Forest
- 5 Island

- Hing ut immortais
- Phyrexian Tribut
- 1 Quadmire
- 1 Tendrils of Despa
- 1 Wall of Tombstones
- Formelishe
- P Water Wurm
- C VVGCC VVCDU
- 1 Savaga Elvor
- Chalkin Braunia
- Alali of Mood
- 1 Wood Flemental

- Sorrow's Path

when crap's all you got to work with, don't complain about the smell. Eyeing the two remaining first strike creatures Jeff has left, Tom drops the card from the required height, watches it flip 360° and... land harmlessly on Jeff's 3-D Doritos. The turn's not a total loss as Tom casts Web on the Akron Legionnaire and Brent proclaims the 3-D Doritos "spoils of war" and devours them. The Falling Star is then deemed a casualty of war and presumed lost (and digested) in the feeding frenzy.

BAMMO! (2:37)

As Jeff casts his Black Lotus a second time thanks to the Time Spiral, Tom fulfills the dreams of non Lotus-owners everywhere when he counters it with an Artifact Blast.

WHY WE WON'T GIVE UP OUR DAY JOB (2:55)

Another all-out blitz from Darth Jeff brings Tom to two life and Brent to one. We take this opportunity to add a second verse to our Jeff Anthem: "His privates will whither and fall, he'll sing like a soprano, then our dreams will all come true and he'll be crushed by a piano." He tries to point out that our iambic pentameter is way off, but we just sing louder.

THE SHOWDOWN (3:00)

What happens next may well be our finest hour or will sow the seeds for Jeff-gloating for millennia to come. After carefully hoarding cards and waiting for just the

right time, the trap is sprung! First, Tom drops a Tangle Kelp on Jeff's last remaining untapped creature: his Serra. Then, giving Brent the Vulcan high-sign, Tom Eternal Flames, hitting Jeff for nine points of damage and bringing him to 15 life... but also smashing Tom for seven points.

After some quick math, it seems Tom—who's at two life—is dead and it's up to Brent to polish off the evil that is Jeff.

The first of his two-part attack? The long-idle Akron Legionnaire, who brings Jeff down to seven life...SEVEN! And the final all-or-nothing play? Mana Clash! It all comes down to the most fickle of women (and that's saying something): Lady Luck. As the two remaining combatants lean in towards one-another, thumbs itching for the fateful flipping where whomever scores a "tails" gets stung for a point, a hush falls over those who had long since exited the game. All their hopes, all their dreams... it all comes down to what happens in the next 60 seconds. Brent at one life—can't afford to lose a single toss. Jeff—at seven life—seems almost a sure-thing. The first toss: Brent. Wiping the sweat from his brow and licking his dry lips, the coin is tossed: tails. Jeff wins.

THE MORAL (3:16)

Well, as much as after-school specials might tell you different, the rich kid with the better stuff usually wins. And yeah, that applies to *Magic* too. So while you and your friends might not be able to beat the annoying kid whose lawyer mom bought him a Lotus and a set of Moxes, odds are you could gang up and kick his ass in real life.

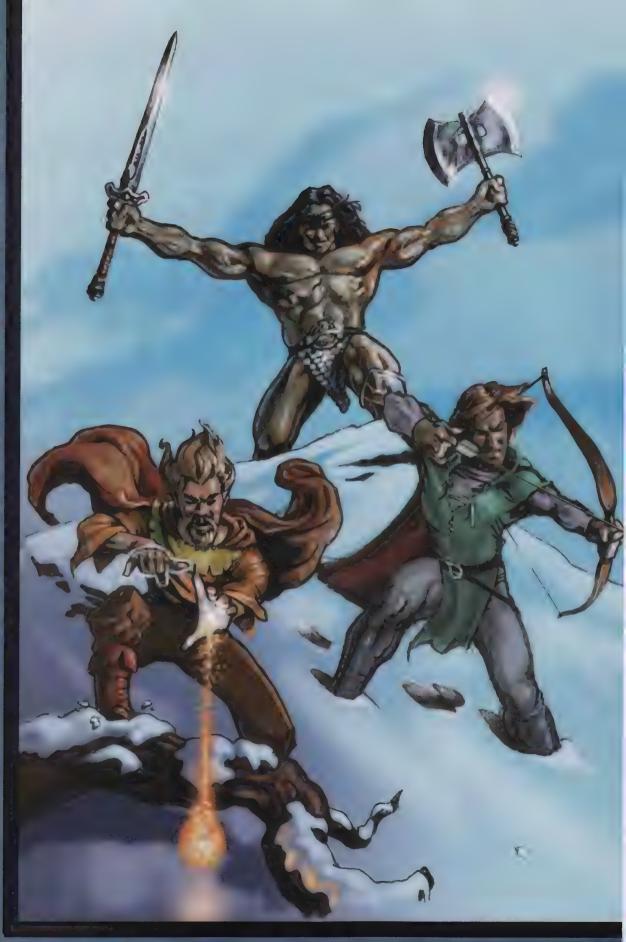
God knows it worked after we finished writing this article.

The InQuest Gamer staff strongly recommends you don't go around beating up rich kids whose moms are lawyers just on our say so. Thanks, but we can do without the lawsuits.



Got ink? 2,154 pounds of the colored goo are used to print the full run of every issue.

ANNIVERSARY FUN FACTS



IC Gamer recruits the ultimate RPG dream team

NTAS

Who are the greatest heroes of all time? For 40 days and 40 nights we set out to answer this question, scouring the realms of heroic literature and fantasy in search of the world's greatest adventuring party. We wanted a fighter, a mage, a healer and a thief who, between them, could eat balrogs for breakfast.

And we found them.

They're the best of the best—but they ain't all sheer power. They're human-scale heroes who will work as a team. Loners like Michael Moorcock's Elric of Melniboné didn't make the list. Elric may be powerful, but it only takes an "accidental" nick from his life-sucking sword Stormbringer to schlurp one of the home team's souls. The heroes that make up this party don't have any of those hang-ups.

So who made the final cut? Who makes up the ultimate roleplaying party? Let's sort through all our recruits and see. Drum roll, please...

FIGHTER

Lancelot du Lak could have been a contender. Even more than his liege King Arthur, Lancelot is the ultimate knight. He literally wins fights with one hand tied behind his back. But his love for Guinevere destroys the Round Table, and at other times drives him mad. He's way too intense, and his "Tll take you all on" approach isn't always the best tactic. He'd be a good diversion, but he's not our party-hearty warrior.

Beowulf, the Norse hero in the old English poem of the same name, gets the boot for the same reason. He's strong; if you want someone to rip trolls' arms off or battle dragons one on one, Beowulf's your man. But if you want subtlety, forget it. Beowulf's got a mean streak, too; he crushes his enemies to death with his bare hands.

> How about Xena? She's a one-woman whirlwind and knows enough acrobatic moves for the cheesiest Hong Kong movie. However, she loses out because her grasp of strategy isn't as good as our ultimate fighter.

> Who else came close? Other possibilities included Elric (too dangerous), Corwin of Amber (more god than human) and the Greek warrior Achilles (too arrogant).

When it all comes down to it, however, who better to guard your back in a fight than Conan? Strong, fast, tough and ferocious, Conan can take names with any weapon—even a dagger—and he's equal to any challenge. If something can hurt him, he reasons, then he can hurt it back; and he will, even if it means whacking that demon with a silver candlestick instead of a sword. Conan isn't just a slugger, though. He's charismatic and canny enough to become king. He's also been a thief, which lets him sidestep the front-gate approach favored by bull-by-the-horns heroes. His main hang-up is that he doesn't like wizards, so his relationship with the party's mage is going to be one of cool cooperation rather than friendship. He'd want to be in charge too, but mutual respect for the others in the party would allow co-leadership. This guy is everything you want in your party's number one tough guy.

CONAN

15TH LEVEL FIGHTER/5TH LEVEL THIEF . HUMAN, AGE 30

ALIGNMENT: Chaotic Neutral ABILITIES: S18(97) D18 Co18 I12 W14 Ch16 THACO (basic): 6, ATTACKS: 5/2*

ARVIOR CLASS: 1 (chainmail), HIT POINTS 120 NOWWEAPON PROFICIENCIES blind-fighting, direction sense 15, endurance 18, jumping 18, modern languages 12, mountaineering, navigation 10, riding land-based 14, running 14, survival 13, ewimming 18, tumbling 18

WEAPON PROFICIENCIES: broadsword (*specialized), dagger, knife, hand ax, bastard sword, battle ax, two-handed sword, spear, club THIEF SKILLS: PP 25%, OL 25%, F/RT 10%, MS 75%, HS 70%, DN 50%, CW 95%, RL 0%, Backstab x 3 DESCRIPTION: This is Conan mid-way between his appearance as a 16-year-old thief in *The Tower of the Elephant* in Zamora and his usurpation of the throne of Aquilonia, at about 40. He is still a competent thief excelling at climb walls, and great at hiding in shadows and moving silently, though less good at picking locks, as he tends to just hack through them with his sword. But by now, he's an awesome warrior, proficient with a wide variety of weapons and brutally efficient with the broadsword. In the ory, as a dual-classed thief/fighter, Conan shouldn't have percentile strength, but he's the warrior that breaks the mold. He doesn't have 18(00) strength as he does meet the occasional warrior stronger than himself. Our Conan usually wears a mail shirt; he often wears less, but will use whatever armor is suitable for his situation.



ANNIVERSARY FUN FACTS

The write stuff. Counting staffers and freelancers, but not fake authors like Eugene T. Dudley, 174 different scribes have graced these pages.

The MAGE

When you think wizard, you might think Tolkien's Gandalf. However, the big G didn't make the cut, primarily because he doesn't actually do much magic. We're told he's tough but there isn't much proof in the form of fire-power. Also, Gandalf isn't really human; he's a Maiar spirit doing a caretaker job on Middle-earth, which disqualifies him from joining the team.

Arthurian Legends' Merlin almost made it. He's not as powerful as our party's mage, though, and he's darker than most modern tales make him. While he's capable of moving the multi-ton rocks of Stonehenge by magic, Merlin's often a bit fickle and doesn't necessarily help out when he's needed. In *Le Morte D'Arthur*, he turns up when the damsel is already dead. Merlin's a wild card, too chancy—or just plain mad—to trust.

Raistlin from the "Dragonlance" series is even more untrustworthy. He's got an arsenal of spells, but there's no guarantee he'll cast them to help you. You'd be better off depending on Middleearth's traitorous Saruman than Raistlin. In that same vein, Rand from Robert Jordan's "Wheel of Time" doesn't get in despite his immense powers; his growing insanity makes him just too darn dangerous to anyone and everyone.

Forget benign old men in battered pointy hats: When you're picking the ultimate mage, you want power and lots of it. Elminster, the archmage of the Forgotten Realms, has it in spades. We've gone for a younger version rather than the curmudgeonly old mage, but even a young Elminster has been around the block a lot. He already knows endless details about history, spells and monster lore. You name it, Elminster can cast it; he's the supreme tank mage and heavy magic artillery for the ultimate party.

ELMINSTER 19TH LEVEL MAGE - HILMAN, AGE DE

..... Ghastic Good

ADE/TIES: 513 D18 Co14 H18 W18 Ch15

THACO DISSELL: 15, ATTACKIE 1, ARMON CLARE, 3, ST HOMEY, 50 NONWEAPON PROFICIENCIES Even at this stage in his career, Elminstor can be assumed to be proficient in almost everything—cartainly alwizerd and priost proficiencies and all the secful general ones as well: WEAPON PROFICIENCIES: staff, degger, dert INTELE MEMORIZED:

- les burning hands, charm person, color spray, mugic missile, shield
- and forget, hypnotic pattern, levitate, mirror image, my of exfectilement
- 2-1 fireball, fly, protection from normal missiles, slow, suggestion
- 1et charm monster, confusion, miner globe of insubrerability, polymorph auf, staneskit
- Bigby's interposing hand, dismissal, hold mension, passwell, teleport
- finintegrate, legend lors, mass suggestion
- The limited wish, power word atum, prismatic spray,
- Itil: Bigby's clonched fist, mind block, prismatic will
- illin meteor enem



Love those lists. There have been 118 "Top 10" lists in the first 50 issues of *InQuest*.

ANNIVERSARY FUN FACTS

MAGIC ITEMS: Necklace of missiles, ring of protection +3, ring of regeneration, staff of striking

DESCRIPTION: At his peak, Elminster is a 29th level mage; this is a younger Elminster. He's not yet the chosen of Mystara, so doesn't get any bonus spells or special abilities; he's *just* a regular 18th level mage. He has access to other spells, of course. With a story for any occasion, Elminster revels in acting out different roles across the Forgotten Realms: trickster, sage, hermit, diplomat, whatever the situation calls for. Elminster still has more hit points than a single-classed 18th level mage could have, though, since he's been many classes, including fighter and thief, in his lifetime.

46 INQUESTGAMER50

The HEALER

Elrond might be the best healer in Middle-earth; it's Elrond, after all, that cures Frodo's deadly Nazqul knife wound. But Elrond's not the adventuring type; he'd rather stay at home and protect his people, which limits his usefulness and knocks him out of the running for party healer. Goldmoon from the "Dragonlance" series is an adventuring healer, and she eventually becomes a "proper" cleric and doesn't depend on her magic staff. She'd be a good second choice for our party healer, but she lacks other all-around skillsfighting, leadership, etc.—and she's just not tough enough to make some of the group's more difficult choices.

Irish mythology's Bran the Blessed would be a great asset. His magic cauldron resurrected dead people, albeit it without the power of speech. But Bran was a giant who could wade the Irish Sea-not a good choice for the stealthy approach. Other might-have-beens include Polgara from David Edding's "Belgariad" (too shrewish) and Moiraine from the "Wheel of Time" (too full of herself and independent).

Though not a spellcasting cleric, Tolkien's Aragorn is our top choice for party healer. He's a well-rounded fighter/healer who has enough first aid, herbalism and borderline-magical abilities to treat any battle wounds; he can even help with magical wounds like the one Eowyn suffers after killing the Lord of the Nazgûl. Aragom isn't the super-strong, super-fast killing machine that Conan is, but he's still a great warrior, and he's wise, intelligent and charismatic to boot. What's not to like? He's diplomatic enough to handle coleadership with Conan, just as he does with Gandalf. He's a great tracker and outdoorsman, capable of covering great distances on foot and a tremendous presence in any sense of the word.

ABAGORN 14TH LEVEL PALADINI + NUMARY, ADE OF (APPEARS 47)

A CONTRACTOR ACTION

MITIES: \$17 D16 Co18 I16 W17Ch18

R. I B. III 7, ATTACKE & ADMONICLE muil & shield). Let Provide 110

INTARES PROVIDENC S.S. deeption cause 11. souverapped second interaction direction while it souverance 18, keeling 15, herbelines 13, ancest language 16, modern languages 16, reading/writing 17, riding in based 17, nanning 12, tracking 19, survival 15 WEARCH ENDERLINCIES tongovord, dub interest and the detect mil 80, -2 to all some. immune to disease, lay on hands to cure 20 k.p.

once/day, core disease 3 times/week, sure of protoc-tion 10' radius, ture ordead as 12th level cleric

sure light woulds, detect poison, locate enimals or plants

ind the calibration of the second sec

MAGIC ITEMS: longsword +4 (Andúril), elixir of health, potion of healing

DESCRIPTION: This is Aragorn a few years after the events in the "Lord of the Rings," which take place when he's nearly 90; but remember: The rangers of Middle-earth are descended from the long-lived Númenóreans. Note that he's not an AD&D ranger; apart from tracking and possibly hiding in shadows, he displays none of the special abilities of that class, and unless you halt him at 7th level, you have to give him unsuitable spells. Being a paladin gives Aragorn his healing abilities and the healing proficiency as well, without making him a priest; he can lay on hands, cure disease-even help slow serious wounds like that from a Nazgûl blade by using remove curse or slow poison. He succeeds in driving the Nazgûl away on Weathertop and keeps the spirits at bay on the Paths of the Dead as a paladin might turn undead. Aragorn has a paladin's warhorse, called Roheryn, and of course, a kick-ass longsword, Andúril.



InQuest Gamer covers have ranged across a variety of subjects, from James T. Kirk to giant robots, but by far the two most popular subjects are monsters and babes. Thus far, we've run 12 covers devoted to the beauties and 18 devoted to the beasts. ANNIVERSARY FUN FACTS

Silk from the "Belgariad" comes in a close second. He's arguably the best thief around and he's an acrobatic fighter. What he lacks is our thief's skill with the blade and knowledge of sorcery. Robin Hood, on the other hand, lacks finely polished thieving skills. He can fight with a bow and a blade, and he's as swashbuckling as you like, but he wouldn't cut it when it came to picking locks or finding traps.

Hanse Shadowspawn from "Thieves' World" is a superlative urban thief whose skill at chucking throwing knives is only equaled by his ability to move in complete silence. His problem is that he's not quite up to the standards needed to enter this group, and that he's just a kid, really. He acts cool, but you need more than cool against dark lords. Also not on our short list: Bilbo Baggins (too fat and useless) and Fagin (Stealing handkerchiefs? How is that helpful?).

Our choice for a rogue who can pick lint out of a pocket blindfolded, trade parries with the finest swordsmen in the land and charm the ladies? None other than the Gray Mouser. He's the consummate thief: super stealthy, cunning and a great acrobat. He's also a lethal swordsman and he's studied wizardry, making him very versatile. Sorcerous opponents don't faze him at all; early in his career he kills the wizard Hristomilo with a single toss of a silver dagger, and he's experienced with all manner of weirdness—including being magically shrunk to the size of a rat. Though most at home in Lankhmar, where his streetwise cool works to best effect, Mouser has adventured all over Nehwon with his barbarian friend Fafhrd. He's a great team player; he'd definitely get on fine with Conan and Elminster, and his cheerfulness is a boon to any party.

So there you have it—the best party in the business. No dungeon is secure from these four, no villain safe. Stacked up against anything but unbeatable odds, this roleplaying party comes out on top. Grendel would be ground beef. The Red Wizards of Thay'd be roasted. Thulsa Doom'd be toast. Sauron'd be squashed... Well, maybe not Sauron.

Dan Joyce reckons Sauron just got bad press, and that anyone who wanted to kill hobbits can't have been all bad.

GRAY MOUSER 15TH LEVEL THIEF / 7TH LEVEL FIGHTER / 3RD LEVEL MAGE HUMAN AGE 30

ALIGNMENT Neutral

ABILITIES: \$15 D19 Co16 I17 W10 Ch17 THACO [hasic]: 13, ATTACKS: 3

ARMOR CLASS: 4 (leather), NIT POINTS: 90 NONWEAPON PROFICIENCIES: appraising 17, blind-fighting, disguise 16, etiquette 17, gaming 17, herbalism 15, jumping 15, modern languages 19, local history 19, land-based riding 10, reading/writing 18, rope use 19, spellcraft 16, swimming 15, tumbling 20

WEAPON PROFICIENCIES: longsword (specialized), dagger (among others)

THIEF SKILLS PP 90%, OL 90%, F/RT 90%, MS 95%, HS 95%, DN 75%, CW 90%, RL 50%, Backatab x 5 MAGIC ITEMS: Dagger +3 (Scalpel), rapier +3 (Cat's Claw) DESCRIPTION: In the novels, Mouser began as a wizard's apprentice; in *AD&D*, he'd have to begin as a fighter because he's got 15 strength and 17 intelligence, not the other way around. Dexterity, at 19, is a no-brainer; no one has faster reactions than Mouser. For the purposes of *AD&D*, treat Mouser's rapier, Scalpel, as a magical longsword. He fights with this in one hand and a dagger, Cat's Claw, in the other, at no penalty, giving him three attacks/round. Mouser can more than hold his own in a fight, but he's even better as a thief; you name it, Mouser can do it. Being triple-classed has given Mouser a lot of proficiency slots. Note that he's familiar with sorcery, but doesn't actively use it, so he has no spells memorized and he doesn't own a spellbook.



Eugene T. Dudley, the ultimate *Magic* loser, has been roasted and toasted in every issue of *InQuest Gamer* since #25. That's 25 straight losses for the poor sod. He isn't much for collectible card games, but we ought to give him points for persistence.

EPISODE VI Rise of the New Republic

With the death of the EMPEROR and the destruction of his second DEATH STAR, the evil GALACTIC EMPIRE collapses into confusion. Rebel Alliance leaders declare the creation of a NEW REPUBLIC, while Luke Skywalker trains a new generation of Jedi Knights. But as the galaxy's citizens celebrate victory, rogue IMPERIAL WARLORDS prepare to strike! On the Imperial capital of CORUSCANT, an Imperial mastermind seizes power and declares war on the New Republic. And in the distant UNKNOWN REGIONS, the Emperor's foremost strategist, GRAND ADMIRAL THRAWN, rallies a massive fleet and gathers secret Imperial technology in preparation for an offensive to seize control of the galaxy...

That's the way the movies after "Return of the Jedi" would go, if they followed the current Star Wars history based off the books, comics and other stories officially approved by George Lucas and company. With all the prequel hype, *IQ Gamer* thought it'd make a refreshing change to research everything there is to know about our favorite characters beyond the movies and to ask the question, "What is the future of 'Star Wars?"

Luke Skywalker

While lesser men might have retired after bringing down an evil Empire, that sort of thing's just a warm-up act for a guy like Luke Skywalker. In the years after the fall of Emperor Palpatine, he's tangled with alien invaders, Imperial warlords and Dark Jedi, re-established the order of Jedi Knights and even kissed a girl or two.

Luke had no sooner ushered daddy Anakin into the great beyond than he was called on to travel the backwater world of Bakura, ream an alien invasion fleet and send the dino Ssi-ruuk back into unknown space with their tails between their legs.

Burning to re-establish the order of Jedi Knights, Luke sought people who knew something of the Force. His first big lead was a Jedi Master named Joruus C'baoth. Too bad C'baoth was an insane old coot and a clone enslaved by the Dark Side. Luke had to put the old boy down in a riveting lightsaber battle, but not before facing a clone of himself.

Luke's Doublemint fun continued when a clone of Emperor Palpatine returned to task the universe. In confronting the new Emperor, Luke turned to the Dark Side, studying it, trying to learn how to defeat it from within, and nearly fell into it's power. But in the end, he recovered and dispatched the Emperor when he and newly Force-trained Leia turned one of the Emperor's Force storms—a Force-conjured, stellar-sized hurricane—against him. The Emperor lost control of the summoned storm and it consumed him.

All this killing of Dark Side clones got to be too much for one guy, so Luke started his own Jedi Academy on the jungle moon Yavin 4, the onetime secret Rebel base. There were a few glitches in the early days—like the time the spirit of an ancient Sith lord showed up and offed some of his students—but eventually he got things running smoothly, and for the first time in decades the galaxy has more than two Jedi flying around at a time.



HAN SOLO

o smugglers, being dead is better than being respectable. Add it up: General of the New Republic. War hero. Husband of the President of the New Republic. Han Solo is now, if anything, respectable.

Han is still famous for what he does best: Outsmarting the bad guys. His first major pain was a rogue Imperial Warlord named Zsinj. After spending the better part of a year chasing him across the galaxy, Han defeated Zsinj at planet Dathomir when dozens of battle cruisers atomized Zsinj's Super Star Destrover. That was also the year he married Leia Organa, after winning her back from the handsome and charming Hapan Prince Isolder who had courted Leia's affections.

Too restless to really settle down, Han spent decades looking for the least excuse to barrel off on adventures, often backing up his wife's diplomatic language with a well-placed blaster shot. He won over both the independent smugglers of the galaxy and a private fleet run by former Corellian Senator Garm Bel Iblis and convinced them to join the New Republic at a time when Grand Admiral Thrawn's Imperial fleets were moving in for the kill. Han also helped the Republic recover the lost Dark Force fleet of Katana dreadnoughts when the New Republic fleet was down to patched-together X-wings.

Seven years after Endor, Han flew to Kessel on a diplomatic mission, but he didn't exactly get a warm welcome: Moruth Doole, Kessel's renegade ruler, shot down the Millennium Falcon and dumped Han and Chewie in the spice mines. They escaped Kessel amidst explosions and laser blasts, but ended up prisoners at Maw Installation, the secret Imperial base which designed the original Death Star prototype. Fortunately, Han worked his usual magic, throwing the local Imperial fleet into disarray and stealing the Sun Crusher, an Imperial starship that can blow up stars.

Trouble found Han again when he returned home to Corellia. A revolutionary group named the Human League seized power and Solo was captured and brought before their leader, his sadistic cousin Thracken Sal-Solo. Han took a lot of abuse from Thracken as a kid, so it was time to get even: After escaping, Han teamed up with a New Republic fleet to destroy Thracken's fleet and oust his regime.

Han's a family man now, but he'll probably be taking down the bad guys from his deathbed.



CHEWBACCA

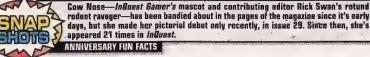
escue Han. Take care of Princess. Fix Falcon. Rough up bad guys. Chewbacca's got the routine down by now. With a sworn life-debt to Han Solo—probably the most trouble-prone human in the galaxy—Chewie's life is never dull.

A former Imperial slave, Chewie took a personal hand in booting the slavers and their Trandoshan lackeys off his homeworld of Kashyyyk. Bounty hunter Bossk is a Trandoshan—it was his people who convinced the Imperials to enslave the Wookiees.

When Leia was being hounded by the Noghri, Chewie brought Leia to Kashyvyk; what other place in the galaxy could be safer than a city filled with Wookiees? While the Noghri were stopped, Chewie's lifelong best friend Salporin died while protecting Leia.

Chewie's life-debt has kept him close to the action and Han always seems to need a lot of looking after, like the time Han was captured by the Yevetha and Chewie and his son had to come to the rescue. Now, with peace at hand, Chewie splits his time between his "human family" of Han, Leia and their children, and his own family and friends back on Kashyyyk.

nazine since it's early



LEIA ORGANA SOLO

eia's both warrior and diplomat, and she's had plenty of opportunities to show the galaxy both sides. With the Emperor dead, she rallied hundreds of worlds to sign onto the New Republic, preventing the galaxy from plunging into utter chaos. Between conferences and battles, Leia studied the Force and learned how to use a lightsaber.

When Grand Admiral Thrawn showed up, Leia found herself on the run from mysterious attackers, a previously unknown race named the Noghri. Originally the servants of Darth Vader, these slight but deadly warriors did the bidding of Imperial Grand Admiral Thrawn—until Leia convinced them that she was "Lady Vader" and their true mistress. They promptly switched sides and even took care of Thrawn; just as he was about to crush the New Republic, one of his Noghri bodyguards assassinated him on the bridge of his own Star Destroyer.

While the battles raged, Leia gave birth to Jacen and Jaina Solo. Then, a year later, after eliminating the reincarnated Emperor, Leia gave birth to Anakin Solo.

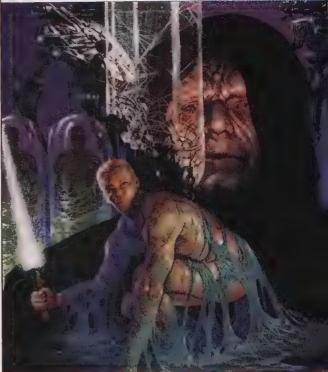
Leia became President of the New Republic, a role which has let her fulfill her destiny. She's faced some serious challenges, ranging from naive anti-military officials devoted to disarming the New Republic to terrorists blowing up the New Republic Senate Chamber and framing her husband. Her kids have faced danger any number of times—but threatening the children of a Jedi's daughter is not a smart thing to do, as several of her foes have discovered.

Leia's proven the Organa name proud as she's a great leader that helped the New Republic stretch across the stars, uniting millions of worlds and finally bringing peace to the galaxy—at least for another week.



PRESIDENT PRINCESS Leia's gone on to become the elected leader of the New Republic.

star wars TIMELINE



What does Star Wars' future look like? Here's a timeline of major post-"Jedi" events. The times are in years after the fall of the Empire on Endor.

- Rebels defeat Ssi-ruuk aliens at Bakura. Rogue Squadron captures Coruscant. Ysanne
- Isaard thought killed in the Bacta War. Imperial Warlord Zsinj killed at Dathomir. Leia and Han Solo marry.
- Imperial Grand Admiral Thrawn takes over half the galaxy, but killed by his own Noghri bodyguards. Jacen and Jaina Solo born.
- 6) Reincarnated Emperor Palpatine nearly overthrows the New Republic, but is killed in battle with Luke and Leia. Anakin Solo born.
 - Luke Skywalker founds his Jedi Academy on Yavin Four.
- New Republic defeats Imperial Admiral Dasla, Durga the Hutt and other forces.
- New Republic moves to "peace time footing" and disarms. The Yevetha, a dangerous alien race, attack but are defeated.
- Terrorists bomb the New Republic Senate Chamber.
- Han Solo stops cousin Thracken Sal-Solo from taking over Corellian system.
- New Republic and remnant Imperial forces sign final peace treaty. Luke and Mara Jade marry.
- Jacen & Jaina Solo attend the Jedi Academy.

Decipher is well-known for being thorough in releasing cards from every aspect of the "Star Wars" Trilogy, but licensing restrictions and plain good taste prevent them from really pushing the envelope. Happily, none of that stuff is stopping us:

Wookiee Lice

HC-

- Ambiguously Gendered Protocol Droid
- Lando's 14th Bottle of Colt 45
- 🔰 Hot Wampa Luv
- Luke's Doubly Impure Thoughts
- Grand Moff Tarkin's Inflatable "Companion"
- Dead, Dead, Dead Ewok
- Greedo Shoots First (hey, wait a sec...)
- Pants-less Vader
- Sex with Jabba 🔳 IQ Gamer staff

MARA JADE

ara Jade's a woman of many careers—agent of the Emperor, smuggler's aide and leader of a merchant empire. She started off as the "Emperor's Hand," an elite operative answering directly to the Emperor. Raised from childhood by the Emperor and trained in the ways of the Force, she would have been as feared as Vader—if she had allowed tales of her deeds to spread. Most witnesses ended up dead before they could carry the word of her achievment.

Palpatine sent her to the remote desert world of Tatooine on a simple mission: Infiltrate the palace of Jabba the Hutt and kill Luke Skywalker. She failed, and the Emperor died because of it.

Jade joined smuggling kingpin Talon Karrde and rose through his organization's ranks to become his chief lieutenant. Though seemingly poised and stable, dark dreams haunted her, the Emperor's spirit seemingly urging her to kill Skywalker.

So, when Luke wandered into her life, Mara was ready to kill him. She wanted to kill him, dreamed about killing him...and just couldn't do it. Finally recognizing that the Emperor was the bad guy all along, Mara and Luke became allies just in time to be captured by Thrawn. Mara tried to take Thrawn down by seizing control of his Star Destroyer and killing him by using the Force to crush his windpipe, but failed. Thrawn imprisoned her, but Luke later saved her.



After saving Luke from the mad clone C'baoth, Mara became an envoy at large for the newly-formed Smugglers' Alliance, giving her a good excuse to travel the galaxy and spy on anyone who needed to be watched. Mara also advanced her Jedi training under Luke.

Mara slowly rose to become a Master Trader, running her own company while training to someday take over Karrde's operations. Now, over a decade after she first allied with Luke, the galaxy is at peace and she and Luke can resolve their last bit of unfinished business: Marriage.

C-3PO and R2-D2

A rtoo has stuck close to Luke, and has participated in many of his adventures. He saw first-hand the defeat of the Ssi-ruuk, Warlord Zsinj and Thrawn and the founding of the Jedi Academy.

Of course, Artoo's been more than furniture. For example, when Thrawn booby trapped the New Republic's core computers, Artoo sliced into the systems and got around Thrawn's trap programs. That turned a probable disaster for the New Republic into a nasty surprise for the Imperials.

When Luke "joined" the reincarnated Emperor, Artoo went right to work. Luke programmed Artoo with the command and control codes for the Empire's World Devastators. While Palpatine gleefully contemplated the destruction of

the planet Calamarî with these Star

Destroyer-sized war droids, Artoo plugged into the Imperial network and remotely shut them all down.

Then there's See-Threepio, who finds all the conflict too much for his circuits. He's been by Princess Leia's side continually, helping with languages, customs and protocol. After years of getting shot at by Imperial stormtroopers, it was nice to actually do the job he'd been programmed for.

Of course, it's never been that simple, almost always due to Han Solo. Han ordered Threepio to deceive the Noghri by imitating Leia in comlink transmissions to throw them off her trail. Threepio did the job, but he about soiled his golden britches pulling it off.

The most expensive feature to create? The "Book of Exodus" Magic feature from issue #39, chock full of sculpted Bottle Gnomes, artifact medallions, a Squee's Toy, handmade scrolls. When you factor in the cost of props and photography, the price tag hit the \$2,000 mark.



WEDGE ANTILLES

Geodese, we want you and your pilots to conquer Coruscant." Fourteen to one-hundred billion odds. No problem. Might as well ask the pilots of Rogue Squadron to blow up the Death Star with only a proton torpedo. Oh wait, Wedge's already done that. Twice.

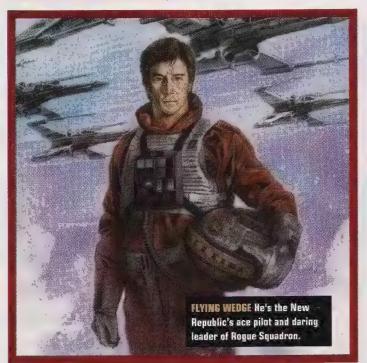
The crack Rebel X-wing group Rogue Squadron got its start on Hoth, and Wedge took command from Luke Skywalker soon after the fall of the Empire. During the New Republic's first campaign to capture Coruscant, Wedge led Rogue Squadron to the Imperial stronghold to take out the planet's security grid. Stranded and with no hope of reinforcements, Wedge found a greater ally: the forces of nature. The Rogues seized the planet's climate control systems and triggered an electrical storm of titanic proportions, blowing out the planetary power grid and disabling the planetary shields. The New Republic took the former capital of the Empire almost without a fight. Not a bad day's work.

However, the battle wasn't yet over. Coruscant's ruler, Ysanne Isaard, fled but left behind a nasty present: the "Krytos virus," a deadly and highly infectious disease that could be cured only with massive bacta treatments. So what was Isaard's next job? She became ruler of Thyferra, the galaxy's major source of bacta.

With the New Republic unable to strike and Isaard allowing millions to die as she withheld the bacta treatments, Wedge and the Rogues took matters into their own hands. They resigned their commissions and secured a private fleet of fighters. In a fortunate "coincidence," they purchased a squadron of X-wings that had been classified as "surplus" by the New Republic, and soon the "Bacta War" was in full swing. Wedge, the Rogues and a group of private freighters decimated Isaard's Imperial fleet, capturing her Super Star Destroyer, the Lusankya, with Isaard presumed dead in the battle.

Wedge formed Wraith Squadron, a misfit X-wing fighter squadron for covert missions, and helped take out Imperial Warlord Zsinj. Wedge and Rogue Squadron continued for many years to be the New Republic's premier fighting force, with Wedge eventually becoming a New Republic general. He joined Ackbar and the other New Republic elite in directing the war against the last Imperial remnants and paving the way for a final peace.

Freelancer Bill Smith is confident that an Episode X would bring back those lovable Ewoks...infected with the Krytos virus.



shades of the EMPIRE



So will Star Wars CCG players ever be able to unleash Black Sun's top operatives against Darth Vader? How about sending some Noghri Death Commandos down to Endor to really teach the Ewoks a thing or two?

Don't get too excited just yet. Decipher is busy finishing up the expansions based on "Return of the Jedi," but there might be an expansion that goes beyond the movies. Jonathan Quisenberry, Decipher's CCG media relations specialist—and Red Leader when the killer decks come out—says, "We are looking into releasing the first of these products sometime later this year. It will probably follow the 'Shadows of the Empire' storyline and will probably not come as a full expansion."

So what's the deal? Will this set have photos, actors in costumes, computer-generated images, photo-realistic art? All undecided. Quisenberry says the set is likely to be "dedicated to those characters and events that are key to the story," but beyond that, there aren't any details for public release just yet.

Any talk of expansions beyond Shadows, for example based on the Timothy Zahn novels or Xwing comics, are well down the road—if they happen at all. Still, there would definitely be some excitement! Kyle Puttkammer of Galactic Quest in Burford, Ga., says, "Anything that Decipher puts out I get behind 100 percent...*Star Wars* is our number one selling game. I guarantee when the new 'Star Wars' movie comes out, everyone would be ready to play a movie expansion." *& Bill Smith*

It's our 50th issue so help us celebrate by inging along. Happy auniversary, happy atmiversary, happy anniversary, happy peee anniversary!!"

A WHIRLWIND TOUR OF PUZZLES, CARTOONS AND TRIVIA

Cults Across America

D.O

That rocked! As a reward you win free tickets to the year's biggest ganing event--GAMEAMALODZA 1989. We booked all the top acts to entertain you. We got Richard Garfield, we got DCI, we even got het new stars like Brian Douglas Ahern and his Toons. So grab a piece of lawn, put that cooler down and get ready to groove. It's paa-ty time!

> BY THE INQUEST GAMER STAFF WITH SEAN P. FANNON & ALEX SHVARTSMAN

O THE SUMMON SHUFFLE

So you think you know your angels from your zombies? Well, creatures aren't exactly what they seem in *Magic*. See if you can match each creature to its proper summon type. Hint: None of them make sense.



JMBER

JNCH

Mana costs, spell points, attack factors, card values... if you

think about it, gaming is all about numbers. There are wee

lil' ones-like how many enjoyable hours we spent playing

NIGEL, YOU WANKER -- THE KILT MODIFIER DOUBLES THEIR MOVEMENT ALLOWANCE !

YOU'RE GOING CARDBOAR

10 Questions With Garfield

INQUEST: If you designed Magic today. what would you do different?

GARFIELD: I wouldn't assume people would buy no more than five decks per expansion and that they'd play tournaments seriously. If I'd known these things. I'd have designed for them. We always knew a large number of the early degenerate decks existed but assumed they would be unaffordable and controlled by house rules.

IO: If Hollywood ever made a movie about Magic, who would you want to play you? G: Christopher Lloyd.

IQ: What projects are you currently working on?

G: A couple computer games, one real time and one turn-based (both strategy). Also a fightin' card game. I can't say when these will be out, if at all: they are at the early stages. My last big project which is out, though a bit hard to find, is What Where You Thinking? My first party game.

IQ: Do you think you will be able to create a game that surpasses Magic in popularity?

G: No. Though I will clearly have more opportunities for a second mega-hit, and I like to think I have the talent, there are a huge number of factors (which you may as well call luck) that make it unlikely. It is also possible that a person who redefines an industry by looking at it differently may be incapable of doing that a second time, since their "different way" has already been used.

IQ: WotC already owns TSR and Five Rings. If you got to pick any other



BIG CAT BADBY IQ Gamer interviewing "the man" behind Magic.

gaming company to buy, what would it ho?

G: The answer from the heart is Blizzard. I am a fan of the "craft" series (Starcraft, Warcraft) and Diablo and think they would be a good match for us. The sensible answer is probably Games Workshop.

IQ: Who dresses you?

G: I do. My wife Lily married me knowing full well that I would continue to dress myself.

IQ: What's one change to Magic that you don't like?

G: The homogenization of the art. At the start I wanted a spread of art that people loved and hated, not all art that people liked.

IQ: What kind of things do you collect? G: Socks.

IQ: What do you do day-to-day at WotC? What's your job title?

G: I'd say 25% of my time is spent on company issues and press matters. Another 25% is spent on general R&D issues, like new rules and issues in Magic or developing or reviewing new games. The final 50% of my time is spent on designing new games. It should be noted that I consider playing games to be part of designing games, so about half that time is playing games.

IQ: What's your honest opinion of Spellfire? Don't be diplomatic.

G: I was quite impressed with its difference from Magic, especially considering how early it came out. There were many games that came out which were only one step from Magic. Also, one of the best expansions of all time for any set was Nightstalkers. (Sorry, I have been playing games too long not to be diplomatic.)



BET YOU DIDN'T KNOW

Rats mistaken for Chihuahuas... stolen kidneys after a bender in New Orleans... alligators in New York City's sewers... Fah! Those urban myths are for weenies! Here are some gosh-honest bits of gaming folklore handed down through the ages.

• THE ACTUAL INVENTOR OF THE ROLEPLAYING game experience, Dave Wesely, hated the idea of them being called "roleplaying games." He thought that made them sound too much like psycho-babble acting class garbage.

 AD&D'S FAMOUS "ARMOR CLASS" TERMINOLOGY came from a naval miniatures wargame based on the Jane's series of military hardware books.

 THE IDEA OF CHARACTERS DEVELOPING OVER TIME and earning "experience" points came from a World War I air combat game called *Fight In the Skies*, developed by Mike Carr. This game later evolved into TSR's own *Dawn Patrol*.

• CHAMPIONS' "WINGS OF THE VALKYRIE"

was the only module ever pulled from retail chains for "anti-semitism," mainly due to Jewish activists. Why? Because the timetraveling heroes were faced with choosing a worse future if they actually popped Hitler.



• AD&D ADVENTURE B3 "Palace of the Silver Princess (1st ed. 1981) is the rarest module, valued at around \$600. The reason: the artwork was allegedly borderline

pornographic. TSR management grabbed up all the copies they could before it shipped to distributors, going so far as to sneak into employee offices to retrieve copies that had already been passed out to staffers.

• NINTENDO literally translated from Japanese means "leave luck to heaven" and was founded as a playing card company.

 PONG WAS THE FIRST MASS MARKET VIDEO GAME and stayed in production longer than any other video/computer game. Atari Inc. made the game for nearly 20 years.

 THE MOST BROKEN MAGIC CARD ever isn't Black Lotus, Stroke of Genius or even Goblin Artisans. It's the playtest version of Time Walk. Its text read: "Opponent loses next turn." Designers quickly re-worded the card when many of their playtesters assumed it meant the caster gets to win the game as soon as the next turn starts.

 GERMANS PLAY MORE GAMES per capita than any other country. More Germans play board games at night than go out to the movies.

DCI VS. The shadow conspiracy

Magic's governing rules body, the Duelists' Convocation International (DCI), works in such mysterious ways we've never be able to figure it out. Until we saw the "Total Disclosure" episode of "The X-Files" that is; now it all kinda makes sense.

1	, now it all kinda linakes sense.
THE SHADOW CONSPIRACY	DUELIST CONVOCATION INTERNATIONAL
and the second state of a state of the second state of the second state of the second state of the second state	BJECTIVE Transclart human dellars into Wetf's
Transplant alien DNA into human bodies.	Transplant human dollars into WotC's bank account.
	PLOSIVES
Blew up Federal building in Texas to cover up alien-infected humans.	Blew up Tolarian Academy to cover up stupidity-infected playtesters.
ULTIMAT	'E GOAL
Save themselves by changing their DNA so only their small clique survives when aliens colonize Earth.	Save their jobs by changing <i>Magic</i> rules so frequently only their small clique knows what's going on.
USE OF	
Killers bees bred to infect population with alien virus.	Killers Bees and similar cards created to infect population with <i>Magic</i> bug.
PROBABLE	"LEADER"
Cigarette Smoking Man.	Bow Tie Wearing Man.
HANDLE CRITICA	
Killing off existing agents and starting over.	Killing off existing rules and starting over.
THE REA	LENEMY
Game geeks smarter than they are.	Game geeks smarter than they are.
WHY IT	WORKS
Mindless public that can be duped into believing UFOs don't exist contrary to overwhelming evidence.	Mindless players that can be duped into believing shiny paper is worth more than non-shiny paper contrary to overwhelming evidence.

ancer Man photo © FOX Broadcasting Company. Hitler & Barrister photo-courtasy of Everett Collection



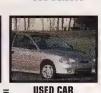
In the heat of acquisition we sometimes lose track of what our precious collectibles equate to in that scary realm some call "the real world." Never go there.





BLACK LOTUS





COMPLETE SET OF MAGIC

USED CAR



SOUP BONE

SEAMORE SEAL

REAMIE

SPELLFIRE STARTER =



EVERQUEST AND YEAR OF SERVICE

RFALITY CHFCK

Games generally try to mimic reality. But a close look at some of the most popular titles reveals a few things that just don't quite make sense.

FEET OF STEEL

In the roleplaying game GURPS, a 200 pound acrobat can fall 15 feet and not be harmed but will do enough damage to penetrate the top of an armored personnel carrier.

SLOW BOAT ...

In the World War II play-by-mail game Victory, motorized cargo ships take six months to cross the Atlantic, longer than it took Columbus.

DON'T PLAY THE BUTLER

In the popular board game Clue, not only does the murderer not know he did it, he can win by successfully revealing himself as guilty.

ARMORED TENTS

In the miniatures game Warhammer 40K, tents will stop bullets, lasers and even shotgun blasts one time out of six

SCHWINN POWER

Ramming damage done by vehicles in FASA's Shadowrun RPG depends entirely on speed, not on size or weight. So getting hit by a bicycle can do more harm than getting run into by a bulldozer.

SKINNY SUPERMEN

In the anime RPG Mekton Zeta, Gatling guns and machine guns weigh only five kilograms each, so even the scrawniest character can lift four at a time.

DEATH: THE EXPERIENCE

In the Rolemaster RPG standard system, PC gain experience points for dying.

MAN THE SWINE PENS!

In Blizzard's Warcraft II computer game, piq farms are four times harder to destroy than stone guard towers.

> MODELING FOR INQUEST? IT'S BETTER THAN DOING PORNO.



CARS WITHOUT WHEELS

In the Civilization computer game a diplomat can steal, and you can use, advanced technology like the automobile even if you've never even invented the wheel.

DEATH BY UGLY

In the Pendragon RPG being ugly is dangerous. Any character whose appearance stat falls to 3 is bedridden. If it goes to 0, they die.



GOOD

Alterial and a second s

In the late 12th century manarche realized that tournaments were hilling a significant number of their trained warries. They began to set rules for the tournaments including the use of related lances, wholeboon sweeth end specialized below which were designed solidy for the just.

> The idea that full place armor was so heavy that a knight, could out stand up if he was knowled over in battle to a wyth. Weight was dealected throughout the body by young points (leather ties to an arming jacket) and straps.

As journing grean more into a spectator sport, specialized annexwas designed solely to enable tournaments more spectracian. Maximilian I arrented a mechanical breastplate designed to locat open when struck with a leners. The lener itself was else hollowed out so that it would shutter into a locat of splintened wood.

Chain mail is actually a term called in the wid-1973; by EPG creatory. The term mails or mail, it on all Franck word for week, or durin. So, in a way, saying claim mail is define to saying chein chein. Next, if not all, maders are any sol historians refer to it simply as mail, or maille.

The most common color was red. This was intended to were bleeding from your wounds.

Swords were virtually excless equinit plate errors. Host orplateing weapons were much more effective. It was much ensite to put a two lack deep hole in a hole with the spike of a war hummer than threating a sword into a holph's compil, which was also armored by seal queets most of the time.

In 1500 Heavy Will had a spectraciler suit of access mode for fastcombet to a transment. It covered every inde of his body in plate (except the inside of his levels). It included contract such as plate ensuron the back of the levels, counting for his best and guiltels, and ensuron the tasks of this alboers. However, due to townerment rules, he had to screp the suit completely and have a different one mole.

The most common downlist of amore over out, Madeval applies, came up with several binarcing ways in avoid severing that height outs the field in campy came. Flats severa we down with size oil, and maille was thrown in a barrel filled half full with sand and stagger, and added down a half. Most armor was custom and the average suit

By 1398 the armorers of Milan were so proficient in their art that they could produce plate armor for 6,000 men in a few days.

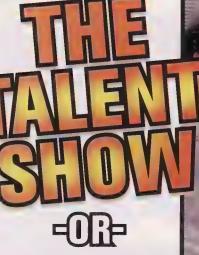
Antion by Particle Andrew Archive Construct of the Archive Archive Construction and an archive

room would just stop sp

A SUNNY AFTERNOON IN THE *INQUEST GAMER* OFFICE IS SHATTERED AS EDITORS JEFF HANNES AND TOM SLIZEWSKI HAPPEN UPON THEIR COLLEAGUE MIKE SEARLE, DEEP IN THE FRENZIED GRIP OF MADNESS!

MIKE, YOU APPEAR DEEP IN THE FRENZIED GRIP OF MADNESS. WHAT'S UP?



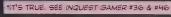


How WotC will decide which cards will go into *Magic* 7th edition.

by the *InQuest* staff



<text>



I'M NOT MAD! It's THOSE MAGIC CARDS...I KNOW THEY'RE ALIVE AND LIVING IN THIS BOOKSHELF. I CAN PROVE IT!*







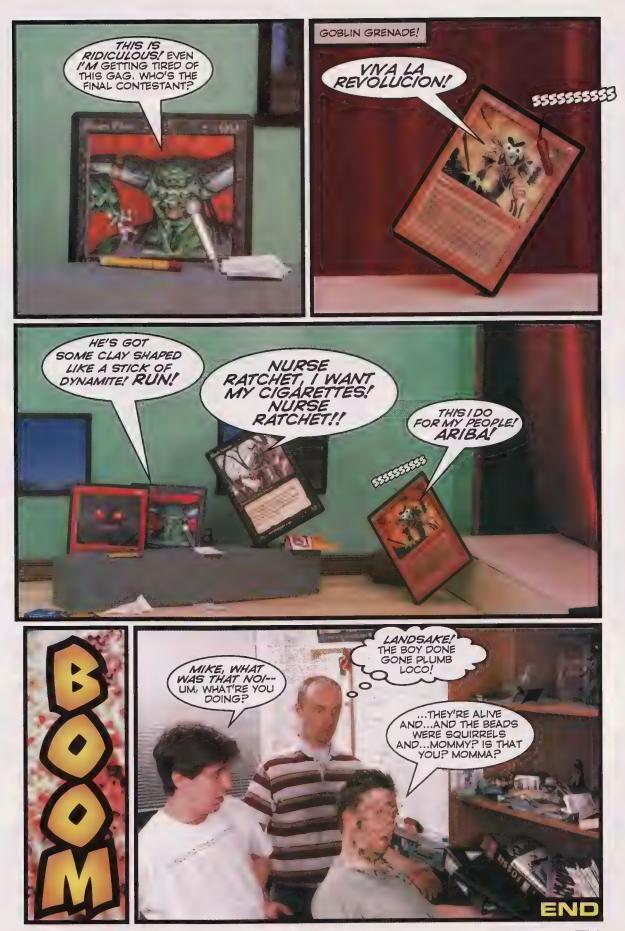








70 INQUESTGAMER50



INQUEST GAMER PRESENTS

Want to get your grubby little mitts on every single Magic card? Well then, here's how you go about it:

On the next page is a list of 50 things to collect, shoot and answer. Each item has a point value next to it. Your mission—should you choose to accept it—is to collect as many points as possible by snagging the items, taking the photos, etc. When you've done all you can do, so that you can'ts do no more, dump all your stuff in one box—make sure that's ONE box-and send it to us. Be sure to include the scavenger hunt checklist (or a photocopy of it, if you don't want to mess up your magazine) with the items checked off. And you get five points just for filling the list out. The person with the highest point total wins the grand prize. In the case of a tie, we'll choose randomly. We'll take the next highest 100 totals as runners-up, and they'll score some cool Magic swag as well.

GAM A50

RAND PR

One lucky son-of-a-bottle gnome will win one of every Magic card, from the Black Lotus to Yavimaya Wurm. That's over 3,300 cards!

hundred of the second-place finishers will score whatever we've managed to accumulate around the office over the last 50 issues, including Magic T-shirts, Magic booster packs, oversized Magic cards and more!

STUFF TO FIND FOR POINTS:

- Anything to do with a cheesy '80s TV show (3)
- Baseball card from the 1970s (1)
- Beach ball (2)
- Bizarre postcard (2)
- Bumper sticker with the word "frog" on it (4)
- Business card from a proctologist, urologist or gynecologist (5)
- Cannon piece from Risk (3)
- □ Cheesy romance novel (2)
- Crown from Burger King (2)
- Deck of cards with Jesus as the art on the card backs (5)
- Discount coupon for eggs (2)
- Drink coaster with non-English writing on it (3)
- Fake vampire teeth. Minus 10 points if they're used. (3)
- Indian Red Crayola with the wrapper (3)
- □ Left-handed scissors (2)
- A Magnet in the shape of a cartoon character (4) Mexican jumping bean. Double the points if it's
- still jumping when we get it. (4)
- Nerf product (2)
- Newspaper story about Satan or demons (3)
- Non-six-sided die (1)
- Oddly-shaped soap (3)
- Packet of geranium seeds (3)
- Packet of unused sea monkeys (3)
- Picture of Elvis (2)
- Place-mat from a restaurant with a picture of fried clams on it (5)

THIS CONTEST IS SPONSORED BY INQUEST GAMER AND YOUR LOCAL GARBAGE MEN.

EGAL TEXT

Entertainment Group, P.O. Box 118, Copu

Magic: The Gathering is registered trademark of Wizards of the C

- Polka-dotted sock (5)
- Deputar song you've rewritten with lyrics about daming (3)
- Recipe, photocopied from a book, where a bug is an ingredient (5)
- □ Rubber lizard (2)
- □ Silver Lego brick (4)
- □ Something with the Canadian flag on it (2)
- Temporary tattoo of a monkey (4)
- 3-D glasses (5)
- Ticket stub from "The Phantom Menace" (4)
- □ Transparent rubber "Super Ball" (4)
- Two-color tennis ball (4)

PHOTOS TO SHOOT FOR POINTS:

- □ Hot chick with Magic card or roleplaying dame module (4)
- Sibling or friend in compromising position (3)
- □ Three squirrels (5)
- You and six people on a bed in a department store. One bonus point for each person more than six. (5)

You, dressed crazy, reading InQuest in a public place (3)

QUESTIONS TO ANSWER FOR POINTS:

- How do you decide which color goes first in chess? (2)
- □ What is President Bill Clinton's middle name? (2)
- What is the Prisoner's number on the television show "The Prisoner"? (3)
- U What month and year did Magic first hit store shelves? (2)
- U Where in California do the swallows always return? (4)
- □ Who is the NFL's all-time rushing leader? (2)
- Who produced the television specials "Rudolph, the Red-Nosed Reindeer" and "The Hobbit"? (3)
- U Who wrote "Superman: The Movie" and "The Godfather"? (3)

CONTECT DEAD

n You hugging a fast-food restaurant manager (4)	JUNE 30, 19
"THE INQUEST GAM SCAVENGER HUN	ER, IT"
NAME	DATE OF BIRTH
ADDRESS	
CITY STATE	ZIP
PHONE NUMBER (WITH AREA CODE)	
E-MAIL ADDRESS (IF YA GOTS ONE)	
1. SEND EVERYTHING IN ONE PACKAGE. IF YOU SEND THEM SEPARA SEPARATELY AND YOU WON'T HAVE A CHANCE.	
2. INCLUDE THE "OFFICIAL SCAVENGER HUNT CHECKLIST" PRINTED WORTH FIVE POINTS JUST TO FILL IT OUT.	ABOVE OR A PHOTOCOPY. IT'S
3. DO NOT SEND MULTIPLES OF EACH ITEM; YOU CAN ONLY SCORE T 4. SEND YOUR ENTRY TO:	HE POINTS ONCE.
"INQUEST GAMER SCAVE	IGER HUNT"

C/O WIZARD ENTERTAINMENT **151 WELLS AVE. CONGERS. NY 10920-0118**

LETHAL DECKS FOR STANDARD MAGIC TOURNEYS

Bayou Lightning II by Len Blado

Speed kills. No other *Magic* mantra is both as true and as timeless. Four years ago, the first issue of *InQuest* would inaugurate this space with that simple premise. In honor of our anniversary 50th issue, we'll revisit that very first Killer Deck, "Bayou Lightning," updating the rather elegant concept of crushing your opponent under an avalanche of oversized creatures.

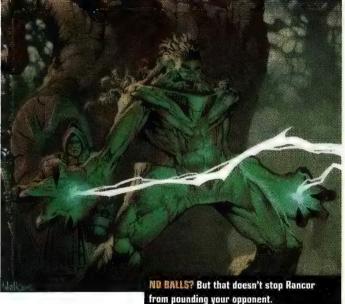
How to Play

In the original version, "Bayou Lightning" had a good deal of miscellaneous effects designed to disrupt or annoy its opponent like Mind Twist and Strip Mine. In the redesign, much of that has been taken out, either for lack of corollary effects in Standard or to simply streamline the deck. What's left is brutally potent creatures that land on the table before most opponents are ready to deal with them.

This means carefully deploying a mix of mana and threats in the early game. The deck is designed to really start moving around turn three, with earlier turns consumed by mana development. Normally, the

first turn will consist of playing a land and either an enchantmentdestroying Elvish Lyrist or a Thran Turbine. The Lyrist allows you to play a Priest Of Titania on the second turn and have a fair stockpile of mana on the third turn, with the Priest's ability to generate one green mana for every elf in play. If you don't see the elven mana coming on-line, then the Turbine might be a better play, as the colorless mana it provides during your upkeep will help pay the echo costs on many of your creatures, and increase the rate at which you can bring them out. In either case, you should usually develop the mana base first and begin bringing out the heavy hitters past turn two.

You should strive for a balance between developing your offense and keeping your opponent at bay. The Simian Grunts can be used as a form of creature removal, since they can be played as an instant and become surprise blockers. If your opponent is wary of such a tactic or his creatures can't be blocked by ground creatures, then Engineered Plague, which can give all creatures of



one type -1/-1, should be able to deal with them. And if the game goes on long enough, you should eventually reach the point where you're ready to play the big, bad boy of the deck—the 7/7 Verdant Force, which creates a 1/1 green creature during each upkeep.

Even should the Verdant Force never appear, the deck can generate such enormous surges of mana and has so much trample, that it's fairly easy to simply Howl From Beyond for +20/+0 and kill an opponent in one fell swoop. One good trick is to tap a Gaea's Cradle for mana, and then sacrifice it to Crop Rotation to get a second Gaea's Cradle, which can then also be tapped for mana.

Such schemes work wonderfully against other fast, aggressive decks. However, control decks will likely hold back countermagic just for such occasions. Against permission decks, your best weapons are the Simian Grunts. Since they can be played as an instant, you can play them at the end of your opponent's turn, forcing them to tap out if they want to counter them, and leaving you free to play spells during your turn. The

the deck

Δ

2

ARTIFACT 4 Thran Turbine

BLACK

4 Engineered Plague 2 Howl From Beyond

REEN
Albino Troll
Crop Rotation

- 4 Cradle Guard 2 Elvish Lyrist 4 Priest Of Titania 4 Rancor
- 4 Simian Grunts

2 Uktabi Orangutan 2 Verdant Force

LANDS

2 Ancient Tomb 10 Forest 2 Gaea's Cradle 4 Thran Quarry 4 Treetop Village

SIDEBOARD

2 Elvish Lyrist 4 Gloom 4 Multani's Presence 2 Uktabi Orangutan

SUBSTITUTIONS

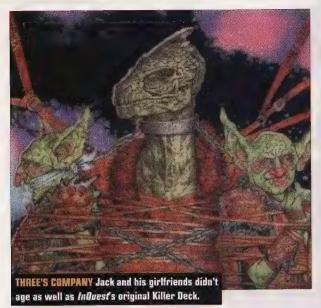
The Gathering is a

Verdant Force —— Pootbreaker Wurm Thran Quarry —— Swamp Gaea's Cradle —— Forest



What's our favorite color other than purple? Well, green and red have appeared in the most of our killer decks, at 25 times each. We've also done a mono-color deck for each color and only once (issue #33) has a killer deck included all five colors.

ANNIVERSARY FUN FACTS



Treetop Village creature-lands are also a significant threat, as they cannot be countered.

Weaknesses

The deck is enormously strong against most conventional decks. With such a broad base of fast threats, it handles control and aggressive decks with equal aplomb. However, two strategies can cause considerable trouble. The first is mana denial. With 12 echo creatures and four land creatures, successfully destroying or locking down your mana means that a good deal of your deck is inefficient at best and unplayable at worst. However, since the deck generates such fast, large threats, normally your opponent will not be able to create a situation in which it is to their benefit to use all their mana to deny your mana.

The other major trouble spot is with combo decks, which ignore the opponent in search of some game-winning combo. Without any disruption tactics, you've simply got to put them "on the clock" and force them to attempt their combo earlier than they really desire. So long as you can keep control of the game's tempo, you have a good shot at beating them before they can assemble what they need to win.

How to Sideboard

The sideboard provides additional artifact, creature and enchantment destruction so the deck can be fine-tuned to deal with these specific threats. By swapping between the main deck elements and the sideboard elements, you can subtly alter the mix of these various weapons to address virtually any deck. So long as you maintain no more than six to eight black cards in the deck, you shouldn't have problems with generating the appropriate mana.

The last two sideboard cards, Gloom and Multani's Presence, are designed to fight against very specific decks. Gloom is primarily meant as an answer to highly defensive decks and decks with Armageddon; the main deck's Engineered Plagues should be sufficient to crush White Weenie when combined with the enormous creature complement. Multani's Presence, which allows you to draw a card for every one of yours countered, is swapped in for cards such as Howl From Beyond and Crop Rotation which are unlikely to be very useful against countermagic.

If you're tired of seeing endless rehashes of the same old deck, then maybe you should break out some old school tech and teach your opponents that the best concepts are sometimes the oldest.

Len Blado wants everyone to know that four years ago he was trading Black Lotuses for Basalt Monoliths and loving every minute of it.

the non-killer deck THEME DECK



GOLDEN ANNIVERSARY

They keep telling me that there is no grand 50th issue gala *InQuest* celebration and that they're all staying home that night to sort *Spellfire* cards. Meaning that I wasted my time getting an inflatable life-size replica of the Taj Mahal, a donut cannon and a copy of the ultrarare *Ogre LARP* (the traditional door prizes). But if there were a party celebrating four years and two months of *InQuest*, it might go something like this... Len Blado, Party Crasher

GUEST LIST	
1 Angus Mackenzie	1 Rasputin Dreamweaver
2 Frenetic Efreet	1 Rubinia Soulsinger
1 Guiding Spinit	3 Wandering Mage
1 Gwendlyn di Corci	1 Wood Sage
O Phelddagrif	
HIGHLIGHTS	l
3 Delirium	4 Prismatic Boon
1 Flooded Woodlands	1 Squandered Resources
1 Grim Feast	2 Spontaneous Combustion
2 Lobotomy	
THE NEXT N	IOFINING
1 Fiery Justice	2 Misfortune
1 Hymn Of Rebirth	2 Purgatory
1 Malignant Growth	4 Reparations
LOCATIONS	
1 Ghost Town	2 Treetop Village
2 Hall Of Mists	1 Unholy Citadel
4 Polluted Mire	2 Wasteland
3 Scorched Ruins	2 Winding Canyon
3 Smoldering Crater	4 Wizards' School
a orthoder nig Grober	, receive denicor

More KILLER DECKS for your other favorite CCGs -

POKÉMON LETHAL TOURNEY DECKS



Fist Fulla Pokémon by Rich Lipman

ne of the best ways to win a Pokémon duel is to keep your opponent off balance by using quick effective attacks and disabling the opposing pokémon's ability to fight back. This deck features lightning fast pokémon that pack a wallop—along with the tricks you'll need to bring the match to a satisfying end.

Deck Concept

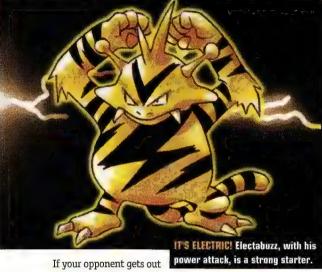
Our "Fist Fulla Pokémon" deck features several quickstart pokémon capable of attacking with only one energy and more that inflict lethal damage with two or three. The hard-punching Hitmonchan and the shockingly guick Electabuzz are the headliners of this deck. Hitmonchan packs a 20 point damage attack with only one energy and can dish out 40 with three energy. Electabuzz has a 10 point attack which can paralyze for one energy or an amazing 30 point attack for only two. And because they both have 70 hit points, they're hard to knock out.

The evolving pokémon Machop and Diglett can deliver 20 and 10 damage with only one energy and Diglett can do 30 for only two. Evolve them into Machamp and Dugtrio and they can prove a threat to anything your opponent can muster. Their attacks are in the hefty 60 and 70 point range which will even hurt creatures which are resistant to their attacks. The trainer cards in the deck include plenty of card drawing to make sure you get enough Energy as well as a few tricks to keep your opponent guessing.

How to Play

Obviously, you need to start the beatings right away with this deck. A first turn Hitmonchan, Electabuzz or even Machop can get you going quickly. They all have decent attacks that only cost a single energy. Once you have your starting pokémon charged

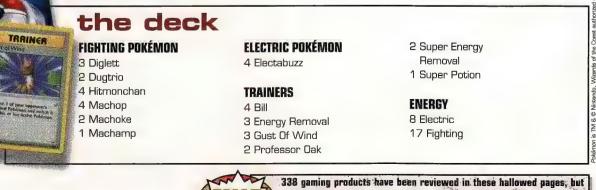
up, begin working on another so you'll be able to strike fast. Don't be afraid to leave your pokémon out to die if they can inflict that extra damage. This deck needs to keep the damage coming and you should be dealfaster than your opponent.



a B.F.P.-Big Fat Pokémon-with a lot of hit points, you've got two choices: beat it down or use the Gust Of Wind to bring up one of his lesser critters so you can squish it and gain the prize. Obviously, the latter deal is the way to go.

Gust Of Wind is a major component in your bag of tricks, by the way. At some point in most duels, your opponent will play a scrub pokémon to his bench as the first stage of a scary and powerful evolution. You can force it into battle right away with a well-timed Gust, earning not only a knockout and prize, but guaranteeing that your opponent's stage one and two pokés languish in his hand rather than menacing you from the table

Another key use of Gust Of Wind is to force into battle the powerful pokémon who can use their awesome powers while on the bench. For example, many Pokémon decks pack Alakazam, whose damage swap is an amazingly useful power. During most games your opponent will leave it on the bench to do it's dirty work in safety while all the damage you do to his active pokémon gets moved around. A Gust will bring Alakazam front and center where §



only 12 have received a perfect score. The 10 Gamer staff's choice for the best of the best? We'd have to go for Settlers of Catan, ANNIVERSARY FUN FACTS



GOD OF ARM WRESTLING When Machamp gets his four meathooks into a pokémon, it's all over, baby. you can try to

beat it down. Same thing applies to the other pokémon whose powers work really well from the bench.

Your Energy Removal and Super Energy Removal are keys to strategically keeping your opponent's pokémon neutered. Usually while your opponent is putting up small fry or wall type pokémon like Chansey or Onix he is preparing something a little more lethal.

You can combine your Gust Of Wind with Energy Removal to force up one of his deadlier pokémon while at the same time making it unable to strike back due to energy problems. This should give you time to kill it off while it's stranded on the front lines without enough energy to retreat. If your opponent has built up a loaded Charizard or Zapdos a well-timed Energy Removal can buy you a turn or two to deal with it before it starts turning your pokémon into snacks.

Use the Super Potion late in the game to keep your big pokémon on the board, especially when your opponent thinks he can gain the upper hand by knocking it out. Save it for just the right occasion to keep the poké-beats coming. It works well on a damaged Machoke to strengthen his karate chop.

Weaknesses

Pokémon resistant to fighting are a major problem for this deck. Use Electabuzz to fight them or use the Gust Of Wind to push them back to the bench and bring up a more "edible" pokémon. If you have to face a fight-resistant pokémon, don't waste energy trying to get in 10 points of damage with Hitmonchan. Prepare a big damage Dugtrio or Machamp to take it on.

Save your Energy Removal for an opponent with a huge energy requirement or to give your pokémon an extra turn of life. A starting Chansey or Onix may take a while to hack down since they have high hit points. If you can't drive a pokémon away with a Gust Of Wind, you will need to just keep whacking on it and strengthen the guy on your bench. Those "wall" pokémon can take a licking, but with Energy Removal and Gust Of Wind, you should be able to cope.

There are many different types of successful and fun pokémon decks you can build. This one is fast, lethal and capable of quickly eliminating your opponent's threats. If it reflects your play style, you should have a lot of fun with it. Don't forget though, one of the most fun parts of pokémon is building your own deck. Experiment and keep trying to achieve pokémon mastery.

Rich Lipman is trying to convince people that he wasn't the model for Chansey in spite of the obvious resemblance.

the non-killer deck THEME DECK



WEED WHACKERS AND BUG KILLERS

G ardening is a popular way to spend the time. Nothing's finer on the warm breezy days of early summer than tending a festive garden of healthful vegetables and lovely flowers, right?

Get real! Kicking weed and insect-pest as is where it's at! This *Pokémon* deck presents a whole host of annoying garden vermin with which to task your opponent. So get out that weed whacker and go to town!

You have lots of ways to bug your opponent. From the powerful Venusaur, which can whack almost any pokémon in one swipe, to the Beedrill, who can plant a nasty sting on anything. Sure, getting these second stage beasties into play can be tricky but with the addition of a gardening expert like the Pokémon Breeder it can be a snap.

Maintaining a garden can be hard work. If some of your pokémon become damaged, just use your Venusaur to move the energy to other pokémon.

🔳 Rich Lipman

Pokémon -

4 Weede (Hary Bug Pokemon) 3 Kakuna (Cocoon Pokémon) 2 Beedrill (Poison Bee Pokémon)

3 Tangela (Vine Pokemon)

TRAINERS

 2 Devolution Spray (Bug Killer)
 2 Item Finder (You never can find the right tool when you need it.)
 1 Pokemon Breeder

ENERGY-

25 Grass Energy

4 Bulbasaur (Seed Pokemon) 3 Nysaur (Seed Pokemon) 2 Venusaur (Seed Pokemon)

- 4 Caterpie (Worm Pokemon)
- 2 Metapod (Cocoon Pokémon)

(Gardening Expert)

- 1 Maintenance (Keeps your tools nice and shiny)
- 2 Super Potion (Helps Plants Grow)

JUNE 1999 77





ard, fast and furious. Those are three words that'll run through your opponent's mind as you run him over with a swarm of green weenies. You'll be pounding him into the ground before he knows what hit him.

Step 1: Theme

This deck revolves around a horde of small, quick creatures and several spells that help beef them up and hasten your opponent's demise. He'll constantly be forced to block or kill off your creatures or face being run over very quickly. You'll often be able to play out all the creatures in your hand by the third turn and finish off your adversary within five turns.

by Jeremy Smith

Step 2: Colors

While quality weenie hordes can be assembled in pretty much every color, I chose to go with green for this deck due to its great ability to speed up mana production and get creatures into play a turn or two earlier than the other colors. With the Urza's Cycle, green also gained a wealth of echo creatures, which trade off extra power and toughness for a slightly cheaper casting cost that must be paid again on the turn after being cast. This tradeoff usually ends up being quite worthwhile.

Step 3: Creatures

the deck

GREEN CREATURES

2 Albino Troll

2 Cradle Guard

2 Elvish Lyrist 4 Llanowar Elves

4 Muscle Sliver

2 Pouncing Jaguar

4 Priest Of Titania

2 Scavenger Folk

4 Simian Grunts

The first things you'll need for this deck are creatures—lots of them. When including creatures in a deck, it's important to follow a mana curve. This means that you should include a larger number of smaller, lower-casting cost creatures than larger, more expensive ones in order to ensure being able to cast them earlier in the game and use up all of your mana each turn. Having lots of cheap creatures also leaves more room open for paying the echo costs of some of your creatures.

For one-casting cost creatures, I went with four Llanowar Elves, two Pouncing Jaguars, two Elvish Lyrists and two Scavenger Folk. The Llanowars should be standard in any heavy-green deck, as their ability of tapping for one green mana is one of green's staples and helps speed decks up immensely. The Jaguars, 2/2 echoers, are a bargain at only one mana and leave room for you to cast a second-turn creature while still being able to pay the echo cost. The Lyrists and Folk let you eliminate nasty enchantments and artifacts while serving double-duty as 1/1 creatures.

> At the two-mana level, there are four Priests Of Titania, four Muscle Slivers and two Albino Trolls. With

> > MEANIES

GREEN SPELLS

2 Crop Rotation

2 Hurricane 3 Might Of Oaks

2 Overrun

4 Rancor

17 Forest

2 Gaea's Cradle

2 Treetop Village

LANDS

CLAWS AND EFFECT By the third turn this deck can spit out a 9/9 Pouncing Jaguar.

In issue #7 loyal fan Karen Weatherbee snagged a complete set of *Magic* cards for creating the coolest original card among thousands of entries. The black intervipt Changeling read, "Gain control of target creature as it is being cast. Player casting creature gains a Changeling counter. Treat Chageling as a 0/1 black creature." ANNIVERSARY FUN FACTS



10 elves in the deck, the Priests will often be able to tap for two, three or more mana each turn. The slivers are decent at 2/2 for two mana, but they have the added bonus of making each other +1/+1 bigger for each extra one in play. Of course, if you run up against a sliver deck, you should probably sideboard them out. Finally, the Albino Troll is a fat 3/3 regenerating echoer and will be bigger than anything else your opponent can cast within a similar time frame.

Rounding out the creatures, there are two Cradle Guards and four Simian Grunts. The Guards, like the Trolls, are huge for their cost, and their trample ability will make your opponent think twice about chump-blocking them. The 3/4 Grunts are the closest things that green has to spot-creature kill, since they can be cast anytime you can play an instant and can take out incoming attackers. You'll also be able to attack with the Grunts right away, too, if you cast them during your opponent's turn.

What didn't make it? Well, Wall Of Blossoms and Multani's Acolyte, while having the nice benefit of replacing themselves with another card, don't offer the power-andtoughness-to-casting cost ratios that the other creatures do. Acridian, while decent, generally is slightly inferior to the Albino Troll—though it's a fine substitute should you be short on Trolls. Wild Dogs, while also a bargain, are too situational and can often hurt you more than they'd help you. Hidden Gibbons (I count them as creatures), Spike Weavers and Argothian Wurms can work well, but they're rare and tough to get a hold of easily.

Step 4: Spells

Since there are so many creatures in this deck, there are few spells, and most of these simply give your creatures more punch. Rancor, a bargain at one green mana, gives a creature +2/+0 and trample and returns to your hand if the enchanted creature dies. Overrun and Might Of Oaks simply make your creatures huge. While they're expensive, they can be game-enders and usually won't be tough to cast with all your extra mana sources. Since the Might is rare, you can also substitute in Giant Growth or Symbiosis if you don't have any.

Lastly, there are two Hurricanes, which can provide defense against flyers as well as deliver the knockout blow to your opponent, and two Crop Rotations, which let you fetch Gaea's Cradles and Treetop Villages when you need them.

Step 5: Lands

Since this is a straight green deck, the land choice is limited. Twenty-one total lands seemed to be about the right ratio for this deck, so I went with 17 Forests, two Gaea's Cradles and two Treetop Villages. The Cradles can provide huge amounts of mana, and the Villages can double as both mana sources and 3/3 tramplers. If you have them, Mox Diamonds are also an option.

You'll be able to thwack your opponent around quite a bit with this pack of nasty weenies. Three more words you'll put into his mind? Game, set, match!

Jeremy Smith (jeremysm@roundtable.cif.rochester.edu) wonders if an article about green weenies warrants an "R" rating.

HONOR ROLL

ere are the choice cards for this deck and how to play them most effectively:

ALBINO TROLL:













This and the other two echo creatures—Pouncing Jaguar and Cradle Guard—give you a huge amount of bang for your buck. A 3/3 regenerator for two mana is nothing to sneeze at.

GAEA'S CRADLE:

With 26 creatures in this deck, you'll almost always be able to tap this for more than one green mana. This is key in casting a quick Overrun or in blasting away your opponent with a large Hurricane.

MIGHT OF OAKS:

The +7/+7 bonus this card gives is just gigantic. All you need to do is get through one creature unblocked—an easy task for this deck—and you'll be puttin' serious hurt on your opponent in no time.

OVERRUN:

This turns an army of weenies into a battalion of fatties in no time. Since it gives trample, it ensures that damage will still go through even when your creatures are blocked, and it can easily end a game.

PRIEST OF TITANIA:

Like Gaea's Cradle, the Priest has the possibility of tapping for large amounts of mana. It tends to draw fire away from you and your other creatures, and doubles as part of your weenie horde.

RANCOR:

One of the few tournament-quality creature enchantments, this card is incredibly versatile. It can make a creature as small as a Llanowar Elf something to be feared, and you'll still get it back should its target die.

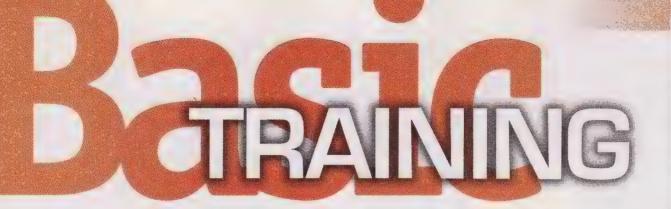
SIMIAN GRUNTS:

You'll often want to hold these in your hand until a smaller attacker comes barreling your way. Even if you don't pay the echo, you've killed a creature for three mana, and if you do, your opponent will have to deal with them right away.

LEST YOUR SKILLS: THE WORL	M TSHOW S'D	AGIC PLAYER NEEDS YOUR HELP
HIS MONTH'S CHALLENCE	HAND 1 Fork 1 Recall	ENTER THE CONTEST
You can't WIN. In 25 issues, Eugene T. Dudley, the world's worst <i>Magic</i> player, has been through it all. He's pumped his Atog to high heaven, captured the affection of the Sliver Queen and even found a use for Sorrow's Path. Granted, he used it to kill himself, but it was a use nonetheless. So now, two years after his hig <i>InQuest</i> debut, Eugene is looking to	1 Regrowth 1 Time Bomb 1 Time Ebb 1 Time Wark 1 Time Warp	DEAD MAN'S HAND TIME FLIES c/o INGUEST PO BOX 118 CONGERS, NY 10920-0118
put ort the ultimate reat—50 straight turns in honor of 50 usues of <i>Intuest</i> . Squaring off against his old nemesis, Clint "The Fist" Canyon, Eugene has managed to get several pieces of the engine into his hand. Unfortunately, his Necropotence—and Clint's direct damage—have dragged him down to one life. Can Eugene really take 50 extra turns in a row? Probably not. After all, we are talking about a guy who thinks the Brown Ouphe is a killer card. Heck, he's so brain-baffled by his options that he's not even sure what to do next. So help him	CARDS IN PLAV 1 Crystal Chimes 1 Necropotance 1 Ornithopter 4 Second Chance 1 Time Vault	The winner, randomly chosen from all correct entries, will snag a box of <i>Urza's</i> Destiny. All entries must be postmarked no later than May 29, 1999 LAST MONTH'S "WAKE UP!" SOLUTION: Your mission: Activete all five sleeping sorceries, which hapen the true in play. For every a dot is to tak the every and the taken and the shored.
 Keep in mind the following: If's the beginning of Eugene's main phase. He's at one life and knockin' on death's door. Thanks to the Necropotence you don't have to worry about running out of cards. Of course, since Eugene is only at one life, you don't have to worry about drawing any either. The Time Vault, you'll break the streak of consecutive turns. Remember, you don't have to cast everything during one turn. Since you'll be taking several turns in a row you can spread your casting over multiple turns. If figures that the only creature Eugene's managed to get into play is an Omithopter, so fear not—there's no threat of him notching a victory. Eugene has never legally won a Magic duel. You think that's gonna change any time soon? 	2 Tropical Island 2 Underground Sea 3 Volcanic Island	8 6 11 13 8 6 6 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Prince by Prud Schmadi. Mogr.: the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of Wararte for the Cathedring Is a registered Undermisk of		Ta INFINITY AND GEVOLOFI How many canadeditive forms can you spin out with this spread of goodies?

ANA





Star Wars CCG

th a game as rich and flexible as the Star Wars CCG, the strategic possibilities never end. But whether you battle in space, blaze through the clouds or clash on the ground, a few basic tips will boost your playing prowess from Outer Rim-wannabe to hero of the Rebellion—or to Grand Moff of the Empire, if that's more your style.

by John Kaufeld

PUBLISHER: Decipher, Inc. GENRE: Science fiction

RELEASE: December 1995

PACKAGING: 60-card starter decks: 9-card booster packs SUGGESTED RETAIL: \$8.95 per starter; \$2.50 per booster

BASIC STRATEGY Before you do anything else, burn these three magic words into



Which article has generated the most controversy? Hands down, it's "Games That Suck" from *inQuest* #29. The feature which got the most fan mail? "Contest of Champions" from issue #15, where cartoon fantasy characters like Elric vs. King Arthur and Cthulhu vs. Sauron duked it out. ANNIVERSARY FUN FACTS

STRATEGIES AND GAME IDEAS FOR BEGINNERS

your memory: "Read the card." Believe it or not, this simple adage takes your playing skill to a much higher level. Winning a game isn't merely a matter of playing the right card at the right time. It's also a matter of remembering special abilities of your existing cards and applying those abilities when they help the most. Practice before a game and live it while playing. Even the best players forget to read the cards from time to time—and usually end up kicking themselves for it.

For instance, Don't Get Cocky gives the Light Side two extra battle destiny draws if Luke and Han fight side-by-side in battle. That's a great benefit, no doubt about it. But that's not all the card does. Read further in the card's game text and you find one of Decipher's famous "OR" clauses. In this case, Don't Get Cocky also lets the Light Side destroy a TIE/LN immediately after the Dark Side declares a battle at that system. This makes the card useful whether or not Han and Luke ever emerge from the Reserve Deck.

The "read your cards" rule applies to your opponent's cards, too. When your opponent plays an interrupt or effect or uses the game text of some other card in play, it's perfectly legal to take a moment and read the card's text for yourself. After all, your opponent is human, too; he could make a mistake in the heat of the game, and accidentally play a card that seems appropriate, but doesn't quite work. Powerful defense cards like Too Cold For Speed-

ers and system-wide effects, such as Sunsdown, only operate under certain conditions or locations. It only takes a moment to make sure your

opponent's plays match the text on his cards, but that moment might save the game for you.

Pay attention when your opponent draws a destiny card. Don't simply focus on the destiny number. Granted, that's why he drew the card, but he's also showing you something from his deck; it's an important clue. Pay particular attention if it's an interrupt or effect, since those cards give you excellent insight into your opponent's strategy.

Don't be afraid to look up things in the rules or glossary during the game. If you aren't sure about a definition—there's a big difference between locations, systems and sites—revised game text for a card or anything else, consult the rules. Likewise, if you play in a tournament, ask the tournament director for a ruling if you and your opponent disagree on how part of the game should work.

Once you build these basics into your playing habits, begin working on the more advanced technique of tracking cards as they move through your life force. Don't do anything unseemly like say, *cheat*—but do pay attention to the cards passing through your life force piles. Specifically, get a sense of where the high destiny cards are lurking and when they might turn up again.

Here's a simple example of the technique. It's late in the game, and you have 14 cards in your life force. You activate 10 Force this turn, leaving 4 cards in your reserve deck. Using Reactor Terminal/Traffic Control, you move a Restraining Bolt and Caller, which are both destiny 6, from your hand into the used pile. You continue the turn, eventually placing 7 more cards—6 from the Force pile and one from the reserve deck—onto the used pile.

At the end of the turn, when you recycle the used pile, those two destiny 6 cards move to the bottom of your reserve deck, buried under exactly 10 cards. Now you must plan carefully. By activating exactly the right amount of Force, you can manipulate where the two high destiny cards sit in your reserve deck. To bring the cards to the top of the reserve deck, activate 10 Force. Now you have two great battle destiny draws! Activate 9 cards instead and you left space for a destiny draw to use with an interrupt or effect which, in turn, leaves the pair of destiny 6 cards ready to draw.

As you can see, this technique takes some practice, but it's much easier to learn than you might think. Practice your strategies, learn to plan how much Force your game actions require and then blow away the competition as the cards come up exactly the way you want them to appear.

Since everything in *SW CCG* happens during specific phases, take a close look at these building blocks of your turn. Make a habit of going through every phase of the turn, even if you apparently have nothing happening during that phase. I actually say the phase names aloud so there's no question about what I'm doing: "Activate, 10 Force, control, no controlled locations, deploy..."

JUNE 1999 83



ATTAINENTS' Lists values for card power, ability, armor, maneuver, hyperspeed, landspeed and Force attunement where applicable. Creature cards include defense details



Since your opponent can technically take an action at any point in your turn, moving through each phase in a deliberate way prevents him from saying "I know you just declared battle, but I was going to do something at the end of your deploy phase."

Although it harkens back to the "read your cards" mantra, pay attention to cards that take action only during certain phases. Figrin D'an makes his bet during the control phase, which is also when Reflection retrieves a card from your lost pile. Sniper fires a weapon during the control phase, but it can't if you don't remember to play the card until halfway through the deploy phase.

Finally, when drawing at the end of your turn, remember to leave some cards in the Force pile to pay for "react" movements during your opponent's turn. A well-timed react drastically messes up your opponent's carefully crafted plans.

DECK-BUILDING

Playing the game requires a solid deck, and as with everything else in *SW CCG*, there's a definite science and art to deck-building. Both science and art? Yes, quite true. It's a science, because certain card combinations show up regularly in successful decks, which means research and testing leads to better decks. But that's not the whole story. There's an art to deckbuilding as well, because a good deck plays out like a good story with plots and sub-plots building to a final victorious climax.

When starting your new deck, begin with a single goal in mind. Keep the goal simple and focus the deck around it. With so many cards in the various *SW CCG* sets, it's easy to get sidetracked by cool cards in your collection. Sure, you want to use them, but first they have to fit into your goal. If they don't, then leave them out or change the goal.

With the definite goal in mind, it's time to choose locations.



in this, pay attention to how much Force each one generates for you and your opponent. Also watch the game text for the sites. A few innocent words like "Your characters present here are immune to attrition" make a lot of difference in the game. Look for sites that offer you good Force generation while providing few advantages to your opponent.



Your deck goal and locations make up the map for the final step: Selecting the rest of the deck. You need cards that inflict damage on your opponent through Force drains, direct battle, etc.; cards that reduce or prevent damage given by your opponent, like It Could Be Worse; and one more group of cards, which I like to call "plot complications." These are the interrupts, effects, and other cards in your deck which change the flow of the game. They might prevent game actions, allow extra destiny draws or help you get cards into play, among other things. They make the game fun and are often the key to turning a game in your favor.

As you select cards, look for things that help when played by themselves, but that truly rock when

working in combination with other cards. These combinations are the essence of the deckbuilding art. Nothing makes you prouder than when someone looks at your deck and says "Cool combo!"

The Rebel snowspeeders in the sample deck are an excellent combo example. By themselves, they're limited—low deploy cost, medium power and a decent destiny number. Combine them with some other cards, though, and watch them turn vicious. Wrist Comlink lets them move as a react to a battle or Force drain. CZ-3 helps them deploy as a react. ASP-707 makes them deploy for free. Combine those two droids together and you get snowspeeders that deploy for free as a react. Now, that's nasty!

Building the ultimate deck takes creativity, ingenuity, and skill—but most of all, it takes cards! Although "theme" tournaments, like Decipher's Bespin and Beyond events earlier this year, focus on cards from a particular expansion, most decks require a mix of cards from several sets. For instance, a Rescue the Princess objective deck requires locations and interrupts from *Premiere, A New Hope, and Special Edition*. Without the supporting cards, your cool objectives are nothing but trading stock.

Since each of the expansions focuses on a particular segment of the movies, it's easy to focus your purchases and stock up on the cards you need. Build a foundation for your collection by focusing on *Premiere, A New Hope*, and *Special Edition* cards. These sets include the main characters, great supporting cast members, all of the primary starships, and a ton of valuable interrupts and effects.

Add spice and themes to your decks with cards from the other sets. Hoth includes snowspeeders and walkers (which work great on any planet), while Cloud City adds bounty hunters, more ships, clouds, cloud cars, and the infamous carbon freezing chamber. Add more aliens and creatures to your deck with a trip to Jabba's Palace. Pick up some Dagobah packs for Dark Side space power and Light Side Jedi training.

THE SAGA CONTINUES

Don't forget about online trading and purchasing opportunities, either. For a start, check out the SWCCG area in the Mozilla Open Directory Project (http://dmoz.org/Games/

Trading_Cards/Star_Wars_CCG/), the game-oriented newsgroups (specifically rec.games.trading-cards.marketplace), and the Decipher-sponsored discussion boards and mailing lists available on their website (http://www.decipher.com/starwars/index.html). If you use America Online, look at the CCG Headquarters inside the Gaming area (keyword GAMING).

John Kaufeld is hard at work on his next magnum opus, InQuest Gamer for Dummies.



the **DECK**

This deck combines Incom Corporation, Incom Engineers and maintenance droids to pump up the power, ability and immunity to attrition of your snowspeeders, skyhoppers, and X-wings. Using those vehicles, build complementary Force drains on the ground and in the clouds.

• During the early turns of the game, build up your presence in the War Room

to protect the Incom Corporation card that's coming later. It's a great place to start key characters like the Incom Engineer, Tibanna Gas Miner and Figrin D'an.

• Once Yavin IV comes into play---either from you or the Dark Side---immediately deploy your cloud sectors, move a couple of T-16s into them and get a Tibanna Gas Miner on the table. This combination is the major power behind your Force drains.

• It's important to put a T-16 or two into the lowest cloud sector—the one closest to the sites on Yavin IV—because from that location, your T-16 can "react" to any battle or Force drain at an exterior planet site, even if you turn on Maneuvering Flaps.

• Han is the key character in this deck, since you gain extra battle destiny draws when pairing him with either Leia or Luke. Optimally, put Han in a T-16 Skyhopper, then tempt the Dark Side into an exterior site battle with Leia or Luke. Spring the trap by moving Han and the T-16 into the battle as a "react." Remember to leave one or two cards in your Force pile to pay for the move.

John Kaufeld

LOCATIONS

- 2 Yavin 4 System
- 3 Clouds
- 1 Yavin 4: Massassi War Room (Starting location)
- 1 Yavin 4: Docking Bay
- 1 Swamp
- 1 Jungle
- 1 Forest
- 1 Farm

CHARACTERS

- 1 General Dodonna
- 1 Commander Vanden Willard
- 1 Torvn Farr
- 1 Leia With Blaster Pistol
- 1 Han With Heavy
- Blaster Pistol
- 1 Luke With Lightsaber
- 1 Romas "Lock" Nevander
- 3 Incom Engineer
- 2 Tibanna Gas Miner
- 1 Figrin D'an
- 1 WED-1016 "Techie" Droid
- 1 WED-9-M1 "Bantha" Droid

VEHICLES AND STARSHIPS

- 4 Snowspeeder
- 4 Incom T-16 Skyhopper
- 1 Luke's T-16 Skyhopper
- 4 X-wing
- 1 Red Leader In Red 1

INTERRUPTS

- 2 Alter
- 2 Control
- 2 Sense
- 3 The Signal
- 1 Leia's Back

EFFECTS

- 2 Incom Corporation
- 1 For Luck
- 2 What're You Tryin' To Push On Us?
- 1 Yarna d' al' Gargan
- 1 Traffic Control
- 1 Wise Advice (Starting Effect)
 - 1 Maneuvering Flaps
 - 1 Reflection



EverOuest Jeff Hannes

ou've tracked your prey to a secluded region of the Toxxulia forest. With grim determination, you launch a bolt of flame at your foe. It turns and races toward you, claws flailing, and so the battle begins. Within moments the tide turns against you. "You have been diseased!" the display reads, mocking you as your health takes a dive. You turn to run, but it's too late. The computer politely informs you that "You have been knocked unconscious!" and you are forced to watch helplessly as your enemy continues to take swats at your mutilated body. Finally, that humbling message appears on screen: "You have been slain by a skunk!" Hey... No one said the life of a fledgling adventurer was easy.

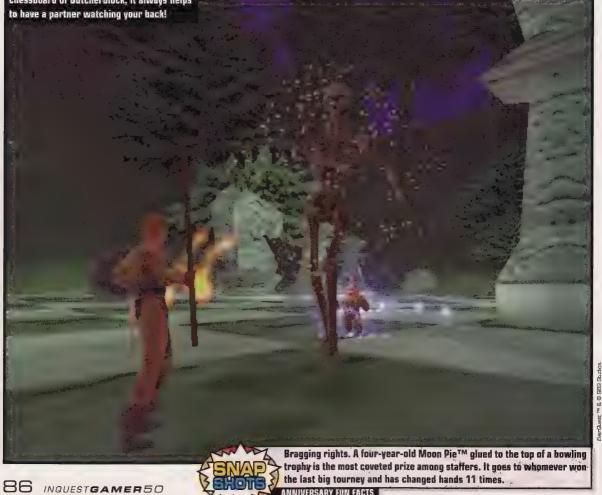
The world of EverQuest is brimming with coolness. Monstrous ice giants and cyclopses. Vile necromancers and dread-boned skeletons. And yes, even deadly scent-spraying skunks. Of course,

CHECKMATE In dangerous places like the chessboard of Butcherblock, it always helps to have a partner watching your back!

getting to the point where you can safely explore all that EverQuest has to offer takes time. Fortunately, we've got plenty of pointers to help get you up and running. First things first though; run the tutorial. As odious as the notion of a tutorial may seem, EverQuest's is very well-done and will give you a good feel for the interface. When you've finished slaying wolves and climbing ladders, come back here.

CHARACTER CREATION

When creating your first character, you should avoid jumping right into one of the more difficult choices. For example, a human necromancer might sound fun, but it's highly challenging to play. The guards will kill you on sight, and the guild where you can train and buy new spells is well hidden. Rather than give yourself hours of needless frustration when you first start out, you're better off getting a feel for the game with a less-hated character. You'll be



ANNIVERSARY FUN FACTS

able to tell if you're character is going to be too tough to play by reading the text that pops up when asked to choose your starting city.

Once you feel comfortable with the controls and have a few kills under your belt—advancing to 2nd level is a good point—start over with your preferred class.

Your next step is choosing attributes. You should always dump a good portion of your freebie points into stamina, since it determines your hit points. If you're a spellcaster, the rest should go into the attribute which determines your mana total; that's wisdom for clerics, druids, rangers, shamans and paladins and



in exotic locales like the Beholder Maze.

weapon to see which skill—and spend all five practices on it. Once you reach 2nd level, what you practice becomes much less important, since most of your training will come from in-the-field experience. Note that some skills, such as channel and meditate, are only available at certain levels. Once you reach the necessary level, you'll need to learn the skill first by spending at least one practice on it.

Now is also a good time to familiarize yourself with the "/who" command. With it you can get a list of all the players currently in your zone. By adding a class and/or level range, you can get a good feel for what other comparably-skilled adventurers are nearby. For example, "/who 4 6" will give you all the characters in your zone in that level range. The command "/who warrior" will list all the warriors. Etc. You can expand your search to the entire server by using "/who all" followed by your parameters.

The "/who" command can also be helpful for getting online help. For example, if you're an Erudin Necromancer and you can't find your guildmaster, you might want to recruit the help of a more experienced player. Type "/who all erudin necromancer" to get a complete list of those online and then "/tell" one asking for help. Just keep in mind that the other players are there to play, just like you. If someone helps you, be gracious. If they ignore you, don't pester them—it's their prerogative.

COMBAT BASICS

Once you've got your bearings, head outside of town to do battle. At early levels, resist the urge to do much wilderness exploring. Confine yourself to a small radius where the guards are close at hand. Initiating combat is easy. Not getting killed? That involves a little more. The most pivotal command you need to know for combat is the "/consider" command, which gives you an idea of how challenging a monster is to your character. Here's the scoop on the results you get back. Note: These apply to one-on-one fights only. Extra allies or foes can change the odds dramatically.

• Green, "Looks like an easy kill." You should have little trouble handling this critter on your own. It's not likely to attack unless you provoke it. However, it will usually run away when at half hit points, and you'll rarely get experience for the kill.

 Blue, "Looks like you would have the upper hand." Barring bad luck, you should be able to handle the fight with little risk. As you get more skilled, you will even be able to handle multiple



intelligence for enchanters, magicians, necromancers and wizards. Fighter-types will want a few extra points in strength, increasing both max damage and carrying capacity, while rogues should consider putting a few points into agility.

Finally, your choice of deity will affect how certain races and factions view you. For example, worshippers of the Prince of Hate are not very popular in Norrath. Also note that if your character is a human or half-elf, your choice of deity may affect your starting city options. For example, a cleric who chooses to worship the Lifebringer must start in Freeport, while a worshipper of the Rainkeeper starts in Qeynos.

GETTING STARTED

Your first goal should be getting used to the interface and your area of the world—specifically, your starting city. Take the time to complete your first quest by finding your guildmaster. Then comes training. For your first session, pick the skill that corresponds to your starting weapon—right-click and hold your

vital stats

GAME SUMMARY: EverQuest is an online-only fantasy roleplaying game. COMPANY: 989 Studios RECOMMENDED COMPUTER: 200 MHz or faster; 32 MB RAM; 56k modem and ISP connection HARD DRIVE SPACE: 330 megabytes WEB ADDRESS: www.everquest.com APPROXIMATE COST: \$45 + \$9.89 monthly access fee



foes at once. Warning: At the lower levels some of the "upperhands" may end up being too much to handle. If so, avoid them until you gain another level or two.

• Blue, "Looks risky." At higher levels (6+), these challenges will be your bread-and-butter when fighting solo, although you may need to flee from time to time.

• Black, "Looks like an even fight." The monster is the same level as you. Fight wisely and you can win—but it's not a guarantee, This has a large range; some will be dispatched with relative ease, others will push you to the brink.

• Yellow, "Looks like a gamble." Unless you're a spellcaster with a pet, this is more like "looks like death," even up to the early teens.

• Red, "What would you like your tombstone to say?" Attack only if you want to die. If the monster is hostile, keep a safe distance so you don't draw its attention.

At 1st level, everything you are capable of beating will show up as an even fight, and about eight kills will get you to 2nd level.

OF GODS AND MEN Avatars like Innoruk, the Prince of Hate, take an active role in the world of Norrath.

From levels 2-5, you should focus almost exclusively on "upper hands," sticking to the stuff that's easier to kill. Better to be constantly hunting and picking up experience and treasure than sitting around waiting to heal after a single fight. More significantly, you'll be getting attacked and scoring hits much more often, which means pivotal skills like offense and defense will advance at a faster clip.

Never be afraid to run away, especially if you'll have a difficult time retrieving your corpse. Before you start a fight, you should be aware of where the nearest NPC guards and zone exits are. If you drop to half hit points and your foe is still at two-thirds or better, high-tail it outta there. This is key, since your agility—and hence your ability to

run away—starts to drop as you get low in hit points. You can either bring the monster to a nearby guard to have him dispatch it or exit through a zone barrier, leaving the bewildered foe in your wake.

GROUPING

Once you hit 5th level, you'll want to start fighting in groups. Not only does it give you the opportunity to interact with other players—up to six can group at a time—it's a much more effective way of battling foes and exploring the world. For example, a single 10th level character would never be able to handle an Orcish Mountaineer on his own, but a group of four 10s would have little trouble.

So how do you get involved in grouping? If you have friends online, great. If not, groups are easy enough to find. Just use the out-of-character command to let the community know you're looking. For example, after logging on you might type, "/ooc 6th level cleric looking for a party, levels 5-7." Alternatively, you might see someone make a similar request. In that case, you can let the

SURVIVAL KIT An EverQuest character's ideal inventory.

Just your run-of-the-mill, hunky barbarian shaman.

If you save some cash, eventually you'll start stockpiling platinum in the bank. That's when you should think about making your first major purchase—a non-rusty, nonsplintered weapon. These will run you anywhere from 15 to 30 platinum, but they're well worth it. The best 1H blunt weapon is the morning star, while the halberd rules the 2H slashing category.

Though it doesn't show up on your 3D model, you should always carry some kind of container, preferably a large bag or backpack, to help you tote lots of loot. Don't be in too much of a hurry to buy one though; in most of the starting areas, you can get them off of weenie monsters.



Don't waste your

money on cloth armor if your class allows you to wear patchwork. You can buy pieces of patchwork from players for two to three gold per item. A complete set, in order of highest AC bonus to lowest, includes: tunic, pants, cap, sleeves, gloves, hoots and gorget.

This magical item

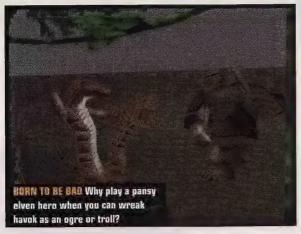
gives a +5 mana bonus to a variety of spellcasting classes. The bonus isn't a huge deal, but carrying around uniquelooking items sets you apart from the crowd. Shields are a nice alternative if you want an AC bonus.

It takes a real man to wear a dress and not get made fun of, and Xanalor is a real man. Of course, it doesn't hurt that he's six-foot-eight and wields a spiked club.



If you read the entire run of *InQuest*s at the average adult reading speed, it would take you four and a half days to read every issue cover to cover.

ANNIVERSARY FUN FACTS



person know you're interested by using the "/tell" command. Group tactics is an article in and of itself, but here are some general tips to keep in mind:

• After joining a group, set your default speech to "/gsay" so your party members always hear your speech, even when you get separated. This can be done by right-clicking anywhere on the text box.

• Every group should have a leader. Defer to the leader's decisions and you and your party members will work together much better.

• Be aware of your role. If you're a fighter, you're going to be expected to take the brunt of the damage. If you're a healer, you're going to be expected to keep the wounded party members from dying. Etc.

• Make sure everyone in the party is ready before you start a fight, and make sure only one person is tracking prey at a time. Remember that spellcasters need time to regenerate mana in between fights.

• If you start to get low in hit points, back off. Stop attacking, and the monster will eventually target another party member. Take a few rounds off, then jump back into the fray.

• If you're a spellcaster, keep your party members informed about your mana status. If you're getting low on mana in the middle of a fight, let your party know!

SPENDING SPREE

Early on, money is going to be tight, so spend it wisely. Unless you have nothing better to spend it on, don't waste your money on armor at the early levels. The benefits of cloth armor are minimal, and you're much better saving your cash for spells and a better weapon. If you're interested in customizing the look of your character, though, you will want to pick up something for your chest and legs. These also happen to be the pieces of armor that supply the most benefit.

So what should you spend your money on? If you're in a dark area and don't have night vision, a torch or small lantern is helpful. If you plan on fighting with a weapon type different than the one you started with—such as two-handed—get your hands on one as soon as possible, even if it's just rusty or worn. The early levels are critical for training up your skills, and catching up later can be a major pain.

Also, don't hesitate to sell most of the stuff you loot from your victims, including random pieces of armor and spare weapons. The money you get can be kept in the bank, in case you die and lose track of your corpse. Finally, before buying something new, especially armor or spells, check to make sure it is usable by your race and class by right-clicking and holding on the desired item.

CHEAT SHEET

HOT SPOTS

EverQuest's home site is www.everquest.com, but the best sites for keeping up on the latest patches and goings-on of the game are eqss.stratics.com and www.eqvault.net. Stratics also has a large array of detailed statistics, charts, strategy guides and maps, while the Vault is home to several good editorials and strategy articles. If you're interested in getting involved in some epic quests, pop over to www.foreverquest.com, home of the largest organization dedicated to player-run quests.

EXPERT TIPS

• FREE FOOD. Don't bother spending money on food or drink until you reach 4th level. When you run out of nourishment, attack a guard. Until 4th level, you take no penalties for dying and you will be resurrected with five food and five drink.

• A VIEW TO A KILL. When fighting in dangerous outdoor areas, get into the habit of using F9 to switch to a broader view. This will help prevent you from being blind-sided by wandering monsters.



• JUMPING FOR JOY. If combat goes sour or you get ambushed, repeatedly hit the spacebar as you're running away; each jump will give you a slight burst of speed. Note that this drops your stamina, limiting your number of jumps.

. HOME SWEET HOME.

Whenever you die, you are teleported back to a location near your starting city, making corpse retrieval over long distances difficult. If you want to relocate your character to a new area, see if you can get a high-level (12+) spellcaster to "bind" you to that zone. From then on, whenever you die or gate, you'll be transported to your new home. • GOOD LOOKS PAY. What good is charisma? Char-

acters with high charisma get discounts when buying items. If you're a couple of platinum short for that killer sword, you can have a trusted friend hold your money while you log on with a different character whose charisma is maxed. Then have your good-looker make the purchase and give the item to your friend to hold while you log your main character back on. At higher levels, certain spells will also raise your charisma.

A WORLD OF EXPERIENCE

Got all that starting strategy? Good, but remember, it's just that starting advice—and it's also just the tip of the iceberg. With over 70 zones on three of the world's five continents to explore and 50 levels to advance, there's a ton to discover on your own. But rest assured, it's well worth it. When you finally fell a giant or score your first magic item, you'll be on your way to an even more thrilling experience. Plus, by then you'll be able to make those skunks pay...

Games Editor Jeff Hannes is glad online games haven't managed to replicate the sense of smell yet. You can find his alter ego Xanalor slaying skunks on the Rathe server.

Turn the page for more tips on the hottest games —>



ULTIMA ONLINE

 "Peripheral" skills like anatomy and evaluate intelligence can make you much more effective in combat. Anatomy increases the amount of damage your weapon hits deal, while evaluate intelligence lowers your target's magic resistance. Best of all, both of these skills function automatically.



 If you want to take on other players, your best weapon is poison. You can take the time to train the skill on your own, or you can hire an assassin player; they usually hang around the banks, advertising their services. When you pay to have a weapon coated with poison, be sure to use arms lore to make sure you get what you paid for.

 Considering creating an alchemist? You'll need about 5,000 gold, a lot of patience, dedication and mortars. Note that you can use several mortars at once, and you can target a mortar instead of the reagents to make another potion of the same type.

ALPHA CENTAURI

 Drones are part of life in big cities. Get a head start toward keeping them happy by building a children's creche and recreation commons early on. Secret projects like the human genome project, the longevity vaccine, clinical immortality and The virtual world will also help.

 As your bases develop, several should have a wealth of minerals. Use those bases for military build-up Secret Projects. Install a command center, aerospace complex or bioenhancement center to boost your units' morale. Add a skunkworks to the base, then use it to quickly prototype new units, saving development time and cost elsewhere.

If your faction has a positive planet rating, send units



patrolling through the fungus or the seas in search of mind worms or Isles of the Deep. Your high planet rating gives you a good chance of capturing the creatures that you find, turning them into instant combat units.



HEROES OF MIGHT & MAGIC III

 Purchase all available troops and creatures during the first few weeks. A large army is important not only for winning battles, but also because small groups of monsters will run or join a sizable force. In recruiting troops, aim for a balance of

hand-to-hand and range fighters.

 In developing cities, always opt to upgrade your town halls, as they provide extra gold. Next, keep in mind that it's more important to build all the basic creature generating structures before



upgrading them, since a varied army is more valuable in the early going.

 In order to unlock the final three scenarios in campaign mode, you must complete the first three using the same saved game data. After completing all six, a seventh and final scenario becomes available. Once you determine how to complete a scenario, build up all your heroes before finishing it off. Those heroes will carry over to your next scenario, and the extra experience will come in handy.

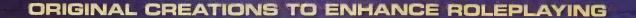
BALDUR'S GATE

• Being able to buy items from the thieves' guild before heading off for the final battle is key to your success in winning the game. If a thief asks you to go to the thieves' guild and see his boss about a job in Baldur's Gate, save the game. If you end up having to fight the whole thieves' guild-a very possible outcome—load up your saved game and refuse to see the guild leader so you'll be able to buy stuff later on.

• If you're planning on picking up the Tales of the Sword Coast expansion, don't bother with chapter six of the core game. Stay in Baldur's Gate so you can explore the new areas added by the expansion-otherwise you'll have to fight the final battle again after you install the expansion.



Screw words...The average issue of InQuest Gamer contains 289 pretty pictures to look at. ANNIVERSARY FUN FACTS



by Rei Nakazawa

Phagropods

ost of the city had fled at word of the beasts' coming. But not DuMont. There was pilfering to be done; however, he had not counted on this...

The first burst easily beneath his boot. The second had as well, but by the thirtieth, he was covered in his own blood—and in the thick, foulsmelling bile from their tiny stomachs.

Now he was tired. Too tired to carry his precious loot, too tired to lift his blade one more time... But the phagropods never grew weary; they swarmed the city by the thousands... DuMont was just a quick snack along the way.

PHAGROPODS

Phagropods are called "swarming terrors" by many nomadic tribes, with good reason. About once every 50 years, colonies numbering about three thousand migrate to find new food sources—each one armed with maws full of teeth, each one hungry and each determined to take down anything that stands between them and their goal.

Phagropods are spider-like creatures about the size of a small dog, standing on six long, thin legs bent like a tarantula's. Their bodies are covered with a hard, mustard-colored shell similar to a crab's. Set into their stomachs are three mouths, able to open several inches wide and packed with rows of sharp teeth. Phagropods are generally peaceful creatures, and normally harmless, except during their migration. At this time, hunger consumes them and they move en mass to a new feeding area, devouring everything along the way.

ECOLOGY

The first phagropods were found on remote volcanic islands, possibly evolved from crabs adapting to the heat and lack of easy prey. Events leading to the first mainland appearance are sketchy, but rumor has it that someone took one and sold it to Sarosa's Travelling Circus & Freak Show. Unfortunately, no one

CHOMPING AT THE BIT Phagropods will eat their way through anything—walls, armor or adventurers. knew that phagropods are asexual and can reproduce alone. Within two months, a dozen new phagropods had been born;



Staffers spent approximately 16 man hours—two full work days assembling these damn *InQuest* trivia facts. Art by Ed Beard Jr. Megic: The Gathering is a registared trademark of Wizards c



together, they chewed their way out of their cage and disppeared into the wild, though not before eating most of the circus in the process.

Phagropod colonies live underground, usually near mountains, in complex network of caves that can stretch for miles. Most of a phagropod's time is spent eating soil for the insects and burrowing

animals within. Their jaws are designed to grind down the hardest stone, as their mouths grope blindly for any sources of animal protein. After being fully satiated, the colonies will usually go into a state of hibernation, which has been reported to last for decades.

While not intelligent, phagropods have an unerring sense of direction and highly developed instincts. While burrowing for food, they communicate with the clicking of teeth and pinchers, which can become deafening in great numbers. When their sustenance is close to running out, usually after about 50 years in the same area, "patrols" of about a hundred are sent out to surrounding areas to scout for a new habitat. Once these "scouts" find a suitable location, the entire colony leaves its home and migrates in a straight line to that area. Phagropods never travel above ground alone; one always means the presence of many, many more.

SPECIAL ABILITIES

Because of their volcanic origins, phagropods are highly resistant to heat; mages often use ground phagropod shell for fireresistance spells. While they never attack other beings deliberately, they are so single-minded in their migration that if they meet with any obstacle, living or otherwise, the lead phagropods will latch onto it and chew it down as quickly as possible in order to clear a path for the rest of the colony. If it becomes obvious that they cannot overcome something in this way, they will circumvent it as best they can.

Phagropods are relatively fragile; the average adventurer can squash one underfoot like a bug. Practically anyone who can swing a sword properly can hack one in two with little effort.

Phagropods, being underground creatures, have poor eyesight, though they make up for this with complex sensory organs in their limbs which allow them to accurately feel surrounding vibrations and movement. They can distinguish even creatures of the same species with this incredible sense.

CAMPAIGN IDEAS

- A local ranger has determined that a colony of phagropods is about to migrate, and a large city is in the way. However, the area's most important religious festival has just started, and the mayor refuses to cancel it. It's up to the player characters (PCs) to convince the city of the threat.
- An army belonging to one of the PC's homelands stumbles upon a colony of phagropods. The army is overrun and wiped out. Now, the PCs must not only find a way to complete the army's assignment of heading off an incoming invasion force, but also divert the migrating beasts from the nation's capital city.
- A great blacksmith offers to make a much-needed suit of fireresistant armor for the PCs. One of the components he requires is 20 phagropod shells to dissolve into the metal. Of course, phagropods are never found in quantities of just 20.

Rei Nakazawa is a regular eating machine, which is probably why his last three dates bombed.



SHELLSHOCK

With the mana producing abilities of green and red, you can easily have an army of phagropods to run roughshod over your opponent. Like most weenies, they're destructive in great numbers. Be careful though, cards like Sandstorm can be devastating.

game stats THE LORE

ADSE

INT: 4
AC: 8
MOVE: Br8, 12
THACO: 19
H.D.: 2
OF ATTACKS: 1-4 (3
months, plus tail pincher)

SIZE: S MORALE: 17 SPECIAL DEF: Immune to fire MAGIC DEF: Immune to fire

LEGEND OF THE FIVE RINGS

5	A: 3	
WI	LL: 1	
	AM: 3	
202	R: 2	
INT		
	IL: 2 F: 2	

AWARE: 1 Void: 2 PRIMARY ATTACK: Maw 2k3 TO HIT: 3k3 TN: 15 INIAT: 2k1

GALL OF STHULHU

STR: 106+1	AVE. DAM. BONUS: -106
CON: 306	WEAPON: Teil 20%, 1D6-1
SIZE: 1D6	SKILLS: Hunt by vibration
POW: 106+4	60%.
DEX: 206+9	ARMOR: 5 point shell
H.P.: 7-8	SANITY LOSS: 0/108
MOVE: 15	

REVIEWING THE LATEST GAMING RELEASES



An absolute wonder of a game when you can get on a server.

ltima Online introduced the world of massive online roleplaying to the mainstream; 989 Studio's EverQuest sets the standard. Logging on to EverQuest is like stepping into a Dungeons & Dragons campaign, and then finding your friends right around the corner. In creating an immersive experience-the most important aspect of the game-the developers accomplished their task with near perfection.

The Good

Right from the start, EverQuest will wow you with its diversity. There are 12 races and 14 classes, and each offers a distinct experience. You can play the game for months as one character, and then have a completely different experience starting over with a new class and race. For the most part, the classes are well-balanced, and the diversity encourages players to develop specific roles, as opposed to Ultima, where just about everyone ends up being a fighter/mage. Also, the level-based system of advancement gives you a good feeling of accomplishment, especially when you hit those critical levels that grant you new skills and spells.

The graphics, while not at the Quake III level, are

amazing nonetheless. From the deserts of Northern Ro to the iceland wastes of Everfrost, the huge fantasy world of Norrath is beautifully rendered. The excellent graphics and animation carry over to EQ's brilliant spell system. There are over 700 spells, many of which have unique visual effects. A non-restrictive casting system-i.e, no reagents-is less hazardous and more fun than Ultima's version.

Speaking of other players, this is where EQ really shines. Play is very much geared toward a social environment, as grouping with other adventurers is key to developing your character and being able to explore the landscape. And with player-killing practically a non-entity, you're sure to make friends-both virtual and real. Of course, if you prefer an environment that allows player-killing there is a server dedicated to like-minded individuals.

The Bad

Unfortunately, all is not roses. Through the first few weeks, there have been terrible server problems. At times, the game has been unplayable, either because of an inability to log on or because packet loss is soaring. 989 Studios is taking steps to fix these problems, but the initial overcrowding left a bitter taste in many

people's mouths. The problems may be a -unoronithing of the past by the time you read



PUBLISHER: 989 Studios CATEGORY: Fantasy computer game **RELEASE:** March 1999 REQUIREMENTS: 200 MHz, 330 meg hard drive, internet account, 3D support SUGGESTED RETAIL: \$44.95, plus \$9.89 per month



this, but as of this writing-more than two weeks into the release-they're all too present.

Performance aside, when the game is running smoothly, there are still several aspects that could be better. Customizing the look of your character is limited, making it difficult to visually stamp your individuality. The interface is clunky at times, and button-placement is far from intuitive. The NPCs are more active than those in Ultima, but their AI is extremely limited, and conversation with them is practically non-existent. And at early levels, the quests aren't balanced with monster-bashing; the minimal rewards are rarely worth your time. Of course, these are minor nits in the overall scheme.

The Deal

The server problems make it hard to accurately grade this amazing game. EverQuest is like a drug, and when the servers are down, we can't get our fix. But each time the servers come back up, we're right there. And when the game is flowing in our veins again, all past performance gripes are forgotten-at least until the next period of withdrawal. M.R. Goode



The first mention of Cow Nose in "Swan Song" wasn't until issue #27 when her mouse waffles were a topic of conversation. First Cow Nose appearance in InOnisition": issue #17. First Kitty Letter: #29. First Cow Nose Magic card: #36.

ANNIVERSARY FUN FACTS

94 INQUESTGAMER 50

TA & @ DRU

Unknown Armies

John Woo does Call of Cthulhu.

n Atlas' new roleplaying game *Unknown Armies*, the end of the world is coming. On the street, twisted monsters and black-ops gunmen compete to see who gets the real Power, while Big Bad Muthas pull the strings of multiple conspiracies

to see who gets to be on the Cosmic Board of Directors at the end of time. Where do you fit in? That's for you to decide.

The Good and the Bad

This game has massive style points, succeeding in tapping the best of both the modern horror genre and dark action movies. Imagine a world—part "Replacement Killers" and part "Millennium"—in which Chow Yun-Fat and Max von Sydow are equally at home. The rules are clean, slick and downright clever; there's a cool mechanic for handling percentile dice where you try to get as high to your mark as possible without going over.

The game's big drawback is that it's so stylish it hurts. The concepts ride dangerously close to incomprehensible at some points, making it hard for prospective GMs to truly absorb the world they are meant to portray. There's an intense darkness that borders on unbearable.

The Deal

Some of the most clever game design since *L5R* props up a mature game that is sure to appeal to anyone looking for that "next cool thing." Both *Vampire* and *Call of Cthulhu* players looking to expand will love *Unknown Armies*, but be prepared to

work at this one a bit. Sean Patrick Fannon

The Balrog

Cool Balrog, so-so expansion.

etter late than never. After a year of delays, *The Balrog* expansion for the *Middle-earth CCG* is finally out. In this 104-card set, you take the reins of Durin's bane himself, wreaking havoc in a host of new Under-deep locales. The comPUBLISHER: Iron Crown Enterprises CATEGORY: Fantasy CCG expansion RELEASE: February 1999 FORMAT: Two fixed 132-card decks SUGGESTED RETAIL: \$18.95 per deck

plete set can be had for under \$40, but do you get a Balrog-sized bang for your buck? Not quite.

The Good and the Bad

The best part of *The Balrog* is the packaging. Pick up the two fixed starters and you've got a complete set and a pair of playable decks. Two-thirds of the new cards can only be used in or against Balrog decks, but Wizards and Ringwraith players get some nice staples, including some fierce spider-related hazards and a permanent-event that really kicks ring decks into gear.

Unfortunately, *The Balrog* doesn't offer much excitement or innovation. It focuses heavily on the Under-deeps, a mechanic introduced four expansions ago, and the limited new rules are convoluted and card-specific. Whereas *The White Hand*'s rules for fallen-wizards slid seamlessly into the structure of *Mid-dle-earth*, *The Balrog* smashes its way in, leaving a mess in its wake. Plus; you can't play the two fixed decks against one another.

The Deal

Even with almost half of the cards comprised of common and uncommon reprints, \$40 for 137 new cards with limited duplication is a good deal. If you're an avid *Middle-earth* player, you might as well plop down the cash. Of course, if you don't

pick up *The Balrog*, you won't be missing much either.



PUBLISHER: Atlas Games CATEGORY: Conspiracy RPG rulebook RELEASE: March 1999 FORMAT: 224-page softcover SUGGESTED RETAIL: \$25.00

Unknow

Heroes of Might and Magic II

Lush play environment and lots of variety.

he land of Erathia was long a place of beauty and stability, until traitors murdered their king and brought him back to life as an undead warlord to help them conquer the land. In Heroes of Might & Magic III, you control a gathering of heroes dedicated to restoring Erathia to its past glory and freeing the once great king from his grisly unlife.

PUBLISHER: Sierra CATEGORY: Fantasy strategy computer game **RELEASE: March 1999** SYSTEM: 133 MHz, 200 megs HD SUGGESTED RETAIL: \$49,99

ONDEC

The Good and the Bad

Heroes of Might & Magic III, the continuation of the mega-popular series, has a lot going for it. First, the graphics and character animation have improved considerably since the last installment. In addition, tons of new character classes, monsters and town types

expand the strategy aspect of gameplay. Recruiting heroes is a snap, and there's a host of classes and characters to choose from, each with a unique specialty or ability. The game also boasts several modes, including single player scenarios, campaigns, multiplayer and even a map editor.

Unfortunately, battle scenes can become somewhat predictable, and the scenarios all have a familiar feel. The battle system is a little clunky; most often superior numbers win, but it's sometimes difficult to gauge character strength so that your army is well-balanced.

The Deal

Might & Magic III achieves a delicate balance, one that offers depth and engrossing gameplay without being overly complicated. Add in the blend of strategy and roleplaying that have made the series such a success, and this is one of the first must-have games of 1999.

📕 Dan DiGiacomo

Guide to the Sabbat

Taps a vein of possibility.

he Sabbat revels in its monstrous power, seeking to turn cities into abattoirs running rich with foaming human blood. They pervert all that is holy into an uncanny hive torn between bestial madness and inhuman depravity. White Wolf's

Guide to the Sabbat complements its sister Guide to the Camarilla, also just released.

The Good and the Bad

Behind its superb cover and serviceable art, the Guide to the Sabbat taps a real vein of possibility. Most storytellers think inside the Camarilla box and leave the Sabbat to be stereotyped as empty villains. Not so. This book explains the ideologies and nasty practices of the Sabbat as it does its bloodlines, antitribu, ritae and disciplines-and presents it all with dark dazzle and meaty depth.

The chronicle and storyteller guidelines flare less brightly; some sections are pretty clunky. The editing is spotty in places, and the index is as foul a blasphemy as any the Sabbat ever practices.

The Deal

This book gives vital dimension to the Sabbat and to any Vampire chronicle. Storytellers who plan to use the Sabbat as antiheroes or supervillains will get more than their money's worth.

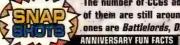
Kenneth Hite

96 INQUEST GAMER 50

VERDI

PUBLISHER: White Wolf **CATEGORY:** Horror RPG sourcebook **RELEASE:** February 1999 FORMAT: 224 page hardcover **SUGGESTED RETAIL: \$25.95**





The number of CCGs advertised in issue #1 was six. Of those six, three of them are still around: Magic, Rage and Redemption. The three dead ones are Battlelords, Doomtrooper and Shadowfist.

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© WIZARDS OF THE COAST. PHOTO BY PAUL SCHRBALDH GUEST LIST SUBJECT TO CHANGE

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989 STUDIOS PRESENTS

THE

CONTEST

COMPUTER SDECS Millennia 500 MAX; Intel Pentium processor 500Mhz; 512KB internal L2 cache; 128MB RAM; 15GB hard drive; 17" monitor (15.8" viewable area) 6x DVD-Rom drive; 32MB Diamond Viper 770 nVidia TNT2 graphics card and everything else you need to play EverQuest"?

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ount thy trusty steed, for it is time to go on a quest a quest for InQuest Gamer, that is. Sucked into cyberspace by some bizarre accident. IQ Gamer mascot Cow Nose the Cat is trapped in Norrath, the mythical land of *EverQuest™*. We want you, Knight of the Online Table, to find these 50 pounds of lost feline. Add the five clues together and they will lead you to Cow Nose's location.

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THE "EVERQUEST ™ " CONTEST

JUNE 30, 1999

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PHONE NUMBER (WITH AREA CODE)		
E-MAIL ADDRESS (IF YA GOTS ONE)		

WHAT EVERQUEST LOCATION IS COW NOSE AT?

ADDES

1. How many races are there to choose from in EverQuest "?

2. How many different classes are there? 3. What is the highest level a character

can reach? 4. What is the maximum number of players that can join in a single group?

5. How many continents are on Norrath?

STUDIOS

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NO PURCHASE NECESSARY, Contest is oper-to anyone except employees of *Nizord* Entertainment Group, 1989 Studios, and their mome-diate families. To enter, send a pactard (to anyone pickare) with your name, age, address, and phone number to: "The Everwater Contest, or in Nizosa Stame, PD No THE. Congress VM 1982/D1118. No mechanical reproductions of compared forms are accepted, but your can photocopy the entry form before filling if cell if you don't went to mess un your magning. All outres and a lights relating therein theorem the unspect of Waxed Entertainment Group and none will be returned. All zonse-federal, state and local, and any additional exponents of anyon-will be the responsibility of the prove without provide any additional exponence of anyon-will be the responsibility of the prove that when your magning-methy to an anamer magnitude that the purposes are avariated in the crames of the contest winners and are not transferedate. Other wild whene prohibited regulated or extended by low in a manner magnitude to strate shall be provided and labs hereof. All enthes must be reported its contest handquestres by June 20, 1989. Waznd Enterfament Group is not responsible for lost, late, macilized are contacted within with the dusting date of the contest. Winnery with the notified approximately one month after the contest deading. Price Winners (to parent/large) gaardination of the any and an anternet wither with a selected. If an entrant, having been dealared as a waver, does not accept the care or the prize more matching been dealared as a waver, does not accept the care of the prize more matching been dealared as a waver, does not accept the care of the prize more matching been dealared as a waver, does not accept the care of the prize more matching been dealared as a waver, does not accept the care of the prize more matching been dealared as a waver, does not accept the care of the prize more matching been dealared as a waver does not accept the care solution to the separear Winning entries will be select

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For a list of winners, available after Joly 24, 1996, send a self-addressen stamped envelop to: The FeeQuest" Contest Winners List, o'n Warvel Fintenenen from, P.D. Bor 118, Dor gers, W1 10920-0118, Plesse allow 4-6 weeks for delivery. Sweepstales is vold where publish or restricted by law and is subject to all local, state and federal lows and respletives.

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Hooked on Classic by Rick Lipman

The apocalypse upon us? Perhaps. The Standard tourney scene has been turned upside-down again with the release of 6th *Edition*, or, as Wizards of the Coast insists on calling it to further confuse us, *Classic Edition*. The addition of many new cards is almost as significant as what has been removed from the Type II Standard environment. People may play Extended and Type I from time to time but Type II continues to be the most played constructed format. The banning of Memory Jar (\$4.50) is also in the news as Wizards continues to try to wreck combo decks, especially with regionals and nationals coming up very soon. Hmmm... People might actually start to play with creatures again.

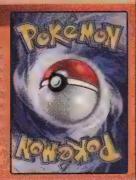
Back in Style

When a new set comes out the prices of some cards tend to bounce around like a yo-yo. Hammer of Bogardan (\$10) and Balduvian Horde (\$10) were very hot cards when they first came out, quickly trading in the \$15 and \$20 range. When they went out of Standard the Hammer and the Horde faded in value a bit. Now that they are back in Type II the Hammer will again be a much sought after card and the Balduvian Horde may sneak into some red decks. On the other side of the coin, there are the cards which leave the environment. Necropotence (\$9) is leaving

TOP 10 CCGs

Magic: The Gathering
 Pokemon
 Star Wars CCG
 Star Trek CCG
 Legend of the Five Rings
 Doomtown
 Babylon 5
 Highlander
 Legend of the Burning Sands
 Xena

BIGCEST MOVER
POKÉMON





Type II and should start to slump in price slightly. Necro is still a great card and will see some play in Extended, but unless it comes back in 7th it will so and forgotten. Other cards on the chopping block is

VOLCANIC ERUPTION Several fiery favorites make their return in *Magic*'s 6th Edition.

Extended, but unless it comes back in 7th it will soon be mostly unplayed and forgotten. Other cards on the chopping block include the popular Ball Lightning (\$12), Sylvan Library (\$5.50) and Colossus of Sardia (\$5). The death of Combo-mania with all of the recent bannings may see

some of the older more popular Type II cards go up in value. Armageddon decks may be more popular again since the old favorite is still around. Vampiric Tutor (\$10) was a standard in many decks when the environment was slower and could see a lot of use, perhaps in the popular Hatred (\$10) decks. I'm sure we will also see some new cards rise out of the depths to become a force just like *Fallen Empires*' High Tide did in Extended.

A Legacy of Disappointment

Urza's Legacy is getting to be difficult to find a lot sooner than most *Magic* expansions. The presence of foil cards has caused a lot more product to be opened than usual and some dealers report *Legacy* boxes as not being easy to find. With *Urza's Destiny* coming out in early June the demand may ease up, but it is possible that *Legacy* will always be a difficult find. Buying a box and putting it away for a rainy day might be a wise move, since it has the same potential for value that *Alliances* did. The flip side is that dealers may over-order *Urza's Destiny* to compensate for the demand, and this could result in another *Fallen Empires*, where boxes sit on the shelves for months.

Meanwhile, popular *Legacy* cards such as Defense Grid (\$7), Defense of the Heart (\$4), Might of Oaks (\$5.50), Multani (\$8), Second Chance (\$7) and of course Palinchron (\$8) are seeing some action, though their values have been diminished by the huge number of boxes that dealers have cracked open in search of foils. The opening of all those *Legacy* boxes has also caused a drop off in the value of foil sets. Once trading in the \$2,500 range they have now settled back into the slightly more sane range of \$1,500-\$2,000.

The InQuest offices are home to a slew of weird critters: one purple Cthulhu head, three stone gargoyles, five assorted dragons and seven sculpted Magic figures.

in other NEWS.

JUNGLE BOOGIE

The first *Pokémon* expansion is being readied by Wizards of the Coast, who is still trying to keep up with the demand for this red hot game. Later this summer *Jungle* should be released. Since it's going to be very similar to the Japanese version, we can tip you in on a few spoilers. The set is a 48-card set featuring 16 rares (all foil), 16 uncommons and 16 commons. It contains 45 new pokémon, 2 repeats (Pikachu and Electrode with new powers) and 1 trainer.

If you're wondering what effect the expansion will have on prices for the basic set, the answer is not much. Most of the new stage 1 and stage 2 pokémon in *Jungle* are evolved from common and uncommon basic set pokémon. However, grass decks get a significant boost, so interest in the foils Nidoking (\$10) and Venusaur (\$13) may pick up.

Meanwhile, the short print run of *Pokémon* 1st edition has pushed complete sets into the \$250 range and climbing. 1st Edition cards tend to sell for about 30% more than their "unlimited" brethren and 1st Edition packs sell easily in the \$5 range. 1st Edition Boxes are selling well at around \$350. In the short term prices will only continue to rise. Once Wizards prints enough cards for everyone to have some the prices of current foil rares will go back down into the \$5-\$8 range. Right now they are trading in the \$8-\$12 area if you can find them. Power rares like Alakazam (\$12), Charizard (\$28), Mewtwo (\$10.50) and Raichu (\$12) have been very popular.

PHANTOM SALES

You've probably heard by now that there's a new movie coming out later this month. Some "Phantom Menace" or something. Suffice it to say, "Star Wars" buzz is tremendous these days, but all the excitement has done little for the sale of Decipher's Star Wars CCG cards. However, interest should pick up significantly when the new cards are released. Expect Endor packs to fly off the shelves-even though it's based on the old movies, any new "Star Wars" product is going to be sought after. You can also expect a high-level of interest in the Young Jedi game, a starter-level product based on "The Phantom Menace." Veteran Star Wars players will want a taste of what the new game is going to be like.

Rick Lipman once owned four sets of Beta and a dozen Black Loti. In an attempt to buy a life he eventually sold them and bought a car. Now, with boxes of Pokémon flooding his apartment, he no longer has a life.

TOP10CARDS



Green decks are back. With the GDCI putting the clamp on combo decks, the once-maligned green creature decks are all the rage these days. In fact, they're so popular that Gaea's Cradie has vaulted to the top of the list of hottest cards. It is joined on the list by the resurging Birds of Paradise and perennial favorite Survival of the Fittest. Elsewhere, Cursed Scroll and Living Death continue to hover near the top of the list. Of particular note should be the fact that Urza's Legacy, the most recent expansion, is woefully under-represented this month, with only Ring of Gix and Defense Grid on the list. We can thank the foil card boom for saturating the market with Leasev singles and hence diminishing the value of the non-foil rares..



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when compared to Beta cards. Full Set (300 cards)	Copper TabletART U
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Booster Box (36 packs)	Gaea's LiegeSC R
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Basalt MonolithART U 5.50	Hypnotic SpecterSC U
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Adds 3 mana of any single color of your choice to your mana pool, then is discarded. Tapping this artifact can be played as an interrupt.

THROW-BACK LOTUS

In honor of our anniversary, we're going to take a double-take trip down memory lane, all the way back to issue #1. Not surprisingly, there are quite a few differences between the prices in April of 1995 and the prices in this month's mag. For example, a Black Lotus was available for \$175 in those days. Now, it would set you back a whopping \$400.

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-	Conservator		U	1.00		Nether Shadow		R	4.00	-
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٠	Control Magic		R	3,00				R	7.00	-
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MAGIC. THE GATHERING PRICE GUIDE

JUNE 1999 103

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$T_{1}^{2} + 1/+1$ until end of turn.
""War is no picnic,' my
father liked to say. But the
Ants seemed to disagree."
-General Chanek Valteroth

Alles of 1994 Richard Thanler

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RuneswordART	C 2.00	۲	Delif's CubeART J	R 1.50	ŏ
Safe HavenLAN	R 4.00		DerelerSC I	R 3.00	
ScarecrowAC	U 3.00	۲	Draconian CylixART #	R 2.50	0
Scarwood BanditsSC	R 4.00		Dwarven ArmorerSC F	R 2.00	<u> </u>
Scarwood GoblinsSC	U 1.50		Dwarven Catapult INS 1	J .50	
Scarwood HagSC	U 1.50	۲	Dwarven HoldLAN F	R 3.00	
Season of the Witch EN	R 4.00		Dwarven Lieutenant SC L	J .50	ō
Sisters of the FlameSC	C 1.25	۲	Dwarven RuinsLAN L	J 1.00	õ
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Spitting SlugSC	U 1.50		Elven Lyre ART 1		
Standing Stones ART	U 2.00		Elvish Farmer	2.00	
Stone CalendarART	R 4.00	0	Farrel's MantleEC L	J .50	
Tangle KelpEC	U 1.50	0	Farrelite PriestSC L	J .50	
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	Arcum's Whistle ART	U	.5
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MAGIC	DATA	C=COMMON U=UNCOMMON	R=RARE
ARTIFACT	BLACK BLUE	SOLD GREEN ORED WHIT	E IAND
ART Artifact AC Artifact Creature CR Current Rarity	EL Enchant Land	EW Enchant World LL Legendary Land SL Su INS Instant MS Mana Source SOR So	
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۲	Erhnam Djinn	SC R	35.00	
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In 1995, dual lands were p also plentiful. Since they w duals could be had for abo <i>Betas</i> were available for a	opular, but they were rere still in-print, <i>Revised</i> ut \$6 each, and even mere \$10. Years later,
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JUNE 1999 105

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Crown of the Ages	ART R	4.50	Lim-Dul's HexEN U
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Randy Asalund-Faith 5/5 TAK FALLING EMPIRES Everything out-of-print goes up after time, right? Not quite. When *Fallen Empires* debuted, a complete set was worth \$60. Years later, boxes were still sitting on the shelves. The cards have finally sold out, but so has their value; a complete set is now worth only \$50. Gabriel AngelfireSL R 3.00 50 Gauntlets of Chaos ART R 2 50 Withering WispsEN U .50 Word of Blasting INS U .50 Goblin ArtisansSC U 4.00 Wrath of Marit Lage EN R 2.50 Hell's CaretakerSC R 2.50 Horn of Deafening ART R Yavimaya GnatsSC U -50 O lvory GuardiansSC U .50 Zur's WeirdingEN R 4.50 Jalum Tome ART R 2.50 Zuran OrbART U 3.50 Jeweled BirdART R Johan St. R 1.00 3.00 CHRONICLES JuxtaposeSOR R 3.00 WIZARDS OF THE COAST-1995 Kei TakahashiSL R .25 4.50 Full Set (125 cards) \$70.00 Land's EdgeEW R 25 Booster Pack (12 cards) Marhault ElsdragonSL U NebuchadnezzarSL R 4.00 4.50 Nicol BolasSL R Obelisk of Undoing ART R 3.00 🔿 Abu Ja'far 🛛SC U Palladia-Mors.....SL R 4.50 .75 O Akron LegionnaireSC R 2.00 O Petra SphinxSC R 3.00

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	Beast Walkers Black Carriage Broken Visage Castle Sengir Chain Stasis Chandler Clockwork Gnames Clockwork Gnames Clockwork Steed Clockwork Steed Clockwork Steed Clockwork Swarm Clockwork Steed Clockwork Ste	SC SC SC SC SC SC SC SC SC SC SC SC SC S		1.75 2.50 2.50 2.50 2.00 2.5 1.5 1.5 1.5 2.00 2.50 2.50 2.00 2.00 2.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 3.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.00 2.5 5.5 5.5 5.5 5.5 5.5 5.5 5.5 5.5 5.5	「日」こ
	Beast Walkers Black Carriage Black Carriage Castie Sengir Chain Stasis Chandler Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Cockwork Steed Cockwork Steed Cockwork Steed Cockwork Steed Daugher of Autumn Death Speakers Didgeridoo Drudge Spell Dwarven Sea Clan Ebony Rhino Eron the Relentless Evaporate Faerie Noble Ferzy's Ban Forget Funeral March Ghost Hounds Giant Oyster	SC SC SC SC SC SC SC SC SC SC SC SC SC S		1.75 2.50 2.60 2.00 2.5 1.5 1.5 2.50 2.50 2.50 2.50 2.50 2.50 3.00 2.25 2.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 3.75 3.00 2.55 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.00 3.75 3.55 3.55 3.55 3.55 3.55 3.55 3.55	
	Beast Walkers Black Carriage Broken Visage Castle Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Clockwork Steed Daughter of Autumn Death Speakers Didgerddon Dwarven Pony Dwarven Sea Clan Evaporate Fearei Noble Ferra's Ban Forget Funeral March Ghost Hounds Ciant Oyster Grandmather Sengir.	SC SC SC SC SC SC SC SC SC SC SC SC SC S		1.75 2.50 2.50 .25 .15 .15 .15 .15 2.50 .75 2.00 2.00 2.00 2.00 2.00 2.00 15 .75 3.00 2.25 3.00 2.50 3.00 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2	
	Beast Walkers Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Steed Clockw	SC S		1.75 2.50 2.50 .25 .15 .15 .15 .15 .15 2.50 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.0	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Chandler Chandler Clockwork Gnames Clockwork Gnames Clockwork Swarm Clockwork Swarm Clockwork Swarm Clockwork Swarm Daughter of Autunn Death Speakers Didgeridoo Drudge Spell Dwarven Pony Drudge Spell Dwarven Pony Drudge Spell Dwarven Sea Ctan Ebony Rhino Eron the Relentless Faction Noble Ferzy's Ban Faction Noble Ferzy's Ban Faction Noble Ferzy's Ban Giant Oyster Giant Oyster Grandmather Sengir. Brazduhr the Abbot	SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC S		1.75 2.50 2.50 2.50 .75 2.00 .25 .15 .15 .15 .15 .15 .15 .2.00 .75 2.00 .75 2.00 .75 2.00 .15 .15 .15 .15 .15 .15 .15 .2.00 .25 .15 .15 .15 .15 .15 .2.00 .25 .15 .15 .15 .15 .2.00 .75 .2.00 .75 .2.00 .75 .2.00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .15 .5 .00 .75 .00 .00 .15 .00 .75 .00 .00 .15 .5 .00 .200 .15 .5 .00 .00 .15 .00 .200 .00 .25 .00 .00 .15 .50 .00 .25 .00 .15 .50 .00 .25 .00 .15 .50 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Chandler Clockwork Gnomes Clockwork Steed Clockwork Steed Clockwork Swarm Clockwork	SC S		1.75 2.50 2.50 2.50 2.50 2.50 2.50 2.51 5.15 3.15 3.15 2.50 2.50 2.00 2.00 2.00 2.55 3.00 2.25 3.00 2.55 2.50 2.50 2.50 2.50 2.50 2.50 2	「日本」
	Beast Walkers Black Carriage Broken Visage Castle Sengir Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Clockwork Gnames Clockwork Steed Clockwork Steed Daughter of Autumn Death Speakers Didgerddoo Durdge Spell Dwarven Pony Dwarven Pony Dwarven Sea Clan Evaparate Faarie Noble Ferroz's Ban Forget Funeral March Ghast Hounds Ciraeter Werewolf Derazet werewolf Headtone Heart Wolf	SC S		1.75 2.50 2.50 2.50 .75 2.00 .25 .15 .15 .15 .15 .15 .15 .2.00 .75 2.00 .75 2.00 .75 2.00 .15 .15 .15 .15 .15 .15 .15 .2.00 .25 .15 .15 .15 .15 .15 .2.00 .25 .15 .15 .15 .15 .2.00 .75 .2.00 .75 .2.00 .75 .2.00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .15 .5 .00 .75 .00 .00 .15 .00 .75 .00 .00 .15 .5 .00 .200 .15 .5 .00 .00 .15 .00 .200 .00 .25 .00 .00 .15 .50 .00 .25 .00 .15 .50 .00 .25 .00 .15 .50 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .00 .25 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250 .250	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnames Clockwork Gnames Clockwork Steed Coral Reef Clockwork Swarm Coral Reef Clockwork Swarm Daughter of Autunn Death Speakers Drudge Spell Durage Spell Durage Spell Dwarven Pony Drudge Spell Dwarven Pony Drudge Spell Dwarven Sea Ctan Ebony Rhino Eron the Relentless Farazis Ban Faraite Noble Fernzis Ban Forget Funeral March Ghast Hounds Giant Oyster Grandmatter Sengir Hazduhr the Abbot Heaat Wolf Ihsan's Shade Insales	SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC S		1.75 2.50 2.50 2.50 2.50 2.50 2.50 2.51 5.15 3.15 3.15 2.50 2.50 2.00 2.00 2.00 2.55 3.00 2.25 3.00 2.55 2.50 2.50 2.50 2.50 2.50 2.50 2	「日本」
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnames Clockwork Gnames Clockwork Steed Coral Reef Clockwork Swarm Coral Reef Clockwork Swarm Daughter of Autunn Death Speakers Drudge Spell Durage Spell Durage Spell Dwarven Pony Drudge Spell Dwarven Pony Drudge Spell Dwarven Sea Ctan Ebony Rhino Eron the Relentless Farazis Ban Faraite Noble Fernzis Ban Forget Funeral March Ghast Hounds Giant Oyster Grandmatter Sengir Hazduhr the Abbot Heaat Wolf Ihsan's Shade Insales	SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC SC S		1.75 2.50 2.50 2.50 2.50 2.50 2.50 75 2.00 2.55 2.00 2.55 2.00 2.55 2.00 1.5 7.5 2.00 2.55 2.00 1.5 7.5 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.00 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.55 2.50 2.50 2.55 2.50 2.55 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Chandler Clockwork Gnomes Clockwork Swarm Clockwork Clockwor	SC S		1.75 2.50 .75 2.00 .25 1.5 1.5 1.5 1.5 1.5 2.00 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.0	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Clockwork Gnomes Clockwork Steed Clock	SC S	RRRRRUUUUURURURUUUURRRRUUUURURURURUUUURUR	1.75 2.50 .75 2.00 .25 1.5 .15 .15 .15 .15 2.50 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Swarm Clockwork Swarm Clockwork Swarm Clockwork Swarm Clockwork Steed Clockwo	SC S		1.75 2.50 .75 2.00 .75 1.5 .15 1.5 1.5 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .1	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Swarm Clockwork Swarm Clockwork Swarm Clockwork Swarm Clockwork Steed Clockwo	SC S		1.75 2.50 .75 2.00 .25 1.5 .15 .15 .15 .15 2.50 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castie Sengir Chain Stasis Chandlar Chandlar Chandlar Chandlar Chandlar Chandlar Clockwork Gnames Clockwork Gnames Clockwork Steed	SC S		1.75 2.50 .75 2.00 .75 1.5 .15 1.5 1.5 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .1	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Chain Speakers Daughter of Autumn Death Speakers Didgerdon Drudge Spell Dwarven Pony Dwarven Sea Clan Eron the Relentless Evaporate Faeris Noble Ferraz's Ban Forget Foureral March Ghast Hourds Giant Oyster Grandmether Sengir Fradet March Ghast Hourds Giant Oyster Heard Wolf Isan's Shade Irin Sengir Irincelaw Curse Jinx Joven is Ferrets Joven's Ferrets Joven's Ferrets	SC S	RRRRRUUUUURURURUUUURRRRUUUURURURUUUURRRR	1.75 2.50 .75 2.00 .25 1.5 .15 .15 .15 .15 2.50 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Swarm Clockwork Share Clockwork Swarm Clockwork Share Clockwork Share Clockwork Share Clockwork Swarm Clockwork Share Clockwo	SC S		1.75 2.50 .75 2.00 .75 1.5 1.5 1.5 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.0 3.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.00 .15 5.0	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castie Sengir Chain Stasis Chandler Chandler Chandler Chandler Charker Clockwork Gnames Clockwork Gnames Clockwork Steed Clockwork	SC SC SC SC S		1.75 2.50 .75 2.00 .25 .15 .15 .15 .15 .15 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .20 2.00 .75 2.00 .20 2.00 .20 2.00 .20 2.00 .20 2.00 .20 2.00 .20 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .15 .25 2.00 .25 2.00 .15 .25 2.00 .15 2.50 .25 2.00 2.00 .15 2.50 .25 2.00 2.00 2.00 2.00 2.00 2.00	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Chandler Clockwork Gnomes Clockwork Steed Clockwork Steed Clockwork Steed Clockwork Swarm Clockwork Swarm Clockwork Swarm Daughter of Autumn Death Speakers Didgerddo Drudge Spell Dwarven Sea Clan Evon the Relentess Evaporate Fareir Noble Fernz's Ban Forget Fruneral March Ghast Hounds Giant Oyster Fernz's Ban Forget Fruneral March Ghast Hounds Giant Oyster Heart Wolf Insan's Shade Irini Sengir Irinaleng Joren Joren Joren Joren Joren Lazduht the Abbot Irini Sengir Joren Joren Joren Joren Leaping Lizard Leaping Lizard	SC S	RRRRRUUUUURURURURURURURURURURURURURURU	1.75 2.50 .75 2.00 .25 1.5 1.5 1.5 2.00 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Clockwork Ste	SC S	RRRRRUUUUURURURURUUUURRRUUURRRRUUURURURU	1.75 2.50 .75 2.00 .25 .15 .15 .15 .15 .15 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .20 2.00 .75 2.00 .20 2.00 .20 2.00 .20 2.00 .20 2.00 .20 2.00 .20 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .25 2.00 .15 .25 2.00 .25 2.00 .15 .25 2.00 .15 2.50 .25 2.00 2.00 .15 2.50 .25 2.00 2.00 2.00 2.00 2.00 2.00	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castle Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Clockwork Ste	SC S	RRRRRUUUUURURURURUUUURRRUUURRRRUUURURURU	1.75 2.50 .75 2.00 .25 1.5 1.5 1.5 2.00 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00	
	Beast Walkers Black Carriage Broken Visage Castie Sengir Chain Stasis Chandler Clockwork Gnames Clockwork Gnames Clockwork Gnames Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Steed Clockwork S	SC S		1.75 2.50 .75 2.00 .25 1.15 .15 .15 .15 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .15 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .75 2.00 .15 .15 .15 .15 .15 .20 .00 .15 .15 .20 .00 .15 .15 .20 .00 .15 .15 .15 .20 .00 .15 .15 .20 .00 .15 .15 .20 .00 .15 .15 .20 .00 .15 .15 .20 .00 .15 .15 .200 .00 .15 .15 .200 .00 .15 .15 .200 .00 .15 .15 .200 .00 .15 .15 .200 .00 .00 .15 .15 .200 .00 .00 .15 .50 .00 .00 .00 .00 .00 .00 .00 .15 .50 .00 .00 .00 .00 .00 .00 .00 .00 .0	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castie Sengir Chain Stasis Chandler Chain Stasis Chandler Chain Stasis Chandler Clockwork Gnomes Clockwork Steed Clockwork Steed Clockwork Steed Clockwork Swarm Coral Reef Clockwork Swarm Clockwork Swarm Daughter of Autumn Death Speakers Didgerddo Drudge Spell Dwarven Porry Dwarven Sea Clan Ebony Rhino Eron the Relentless Evaporate Fareix Noble Ferroz's Ban Forget Franz's Ban Forget Franz	SC S	RRRRRUUUUURURURUUUURRRRUUURRRRUUURURURUR	1.75 2.50 .75 2.00 .25 1.5 .15 .15 .15 .15 .15 .15 .2.00 .75 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.0	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castie Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Clockwork Steed Coarlage Casta Seed Coarlage Co	SC SC SC SC S		1.75 2.50 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 3.00 2.25 2.00 3.00 2.25 2.00 1.5 5.05 2.00 3.00 2.25 2.00 3.00 2.25 2.00 3.00 2.25 2.00 3.00 2.25 2.00 3.00 2.25 3.00 2.00 3.00 2.25 3.00 3.00 2.25 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	
	Beast Walkers Black Carriage Broken Visage Castie Sengir Chain Stasis Chandler Clockwork Gnames Clockwork Gnames Clockwork Gnames Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Steed Clockwork Stee Clockwork Steed Clockwork Steed Clockwo	SC SC SC SC S	RRRRRUUUUURURURUUUUURRRRUUUURRRUUURRRUUUU	1.75 2.50 .75 2.00 .75 1.5 1.5 1.5 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .15 3.00 2.25 2.50 3.00 2.25 2.50 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 2.55 2.50 3.00 2.55 2.50 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 3.00 2.55 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	
	Beast Walkers Black Carriage Black Carriage Black Carriage Castie Sengir Chain Stasis Chandler Clockwork Gnomes Clockwork Gnomes Clockwork Steed Clockwork Steed Coarlage Casta Seed Coarlage Co	SC SC SC SC S	RRRRRUUUUURURURUUUUURRRRUUUURRRUUURRRUUUU	1.75 2.50 .75 2.00 .25 1.5 .15 .15 .15 .15 .15 .2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 .00 2.00 .75 .00 2.00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .25 .00 .75 .00 .25 .00 .25 .00 .25 .00 .25 .15 .15 .15 .15 .15 .15 .00 .25 .00 .25 .00 .25 .25 .00 .00 .15 .15 .15 .15 .15 .15 .25 .00 .00 .25 .25 .00 .00 .00 .15 .15 .25 .00 .00 .00 .00 .00 .00 .00 .0	
	Beast Walkers Black Carriage Broken Visage Castie Sengir Chain Stasis Chandler Daughter of Autumn Death Speakers Didgerddo Drudge Spell Dwarven Parg Dwarven Sea Chan Ebony Rhino Eron the Relentiess Evaporate Forget Ferzis Ban Forget Hazduhr the Abbot Hashshare Johnen Heart Wolf Ihsan's Shade Fina Shade Heart Wolf Ihsan's Shade Heart Wolf Ihsan's Shade Heart Wolf Ihsan's Shade Heart Sols Koskun Falls Vosen's Ferrets Joven's Ferrets Joven's Ferrets Marihan Merchant Scroll Marihan Merchant Scroll Markep	SCC		1.75 2.50 .75 2.00 .75 1.5 1.5 1.5 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .15 3.00 2.25 2.50 3.00 2.25 2.50 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 .15 5.55 3.00 2.55 2.50 3.00 2.55 2.50 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 3.00 2.55 3.00 2.55 3.00 2.55 3.00 2.55 3.00 3.00 2.55 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	
	Beast Walkers Black Carriage Broken Visage Castie Sengir Chain Stasis Chandler Clockwork Gnames Clockwork Gnames Clockwork Gnames Clockwork Steed Coral Reef Clockwork Steed Coral Reef Clockwork Steed Clockwork Stee Clockwork Steed Clockwork Steed Clockwo	SCC SCC SCC SCC SCC SCC SCC SCC SCC SCC		1.75 2.50 .75 2.00 .25 1.5 .15 .15 .15 .15 .15 .2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 2.00 .75 .00 2.00 .75 .00 2.00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .75 .00 .25 .00 .75 .00 .25 .00 .25 .00 .25 .00 .25 .15 .15 .15 .15 .15 .15 .00 .25 .00 .25 .00 .25 .25 .00 .00 .15 .15 .15 .15 .15 .15 .25 .00 .00 .25 .25 .00 .00 .00 .15 .15 .25 .00 .00 .00 .00 .00 .00 .00 .0	

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15	1		Mystic Compass	ART	н	.50
50			Nature's Blessing		U	.50
15		•	Nature's Chosen		U	.50
75)0		-	Nature's Wrath Omen of Fire		R	4.00
50			Phantasmal Sphere		R	3.00
50		-	Phelddagrif		R	1.50
15 75			Phyrexian Devourer Phyrexian Portal		RR	3.50 3.50
75			Pillage	SOR	U	2.50
50		•	Primitive Justice	SOR	U	.75
)0 50		0	Pyrokinesis Reprisal		บ ป	1.00 .50
15		٠	Ritual of the Machine .	SOR		4.00
50			Rogue Skycaptain	SC	R	3.00
15)0			Royal Decree Scarab of the Unseen .			4.00
30	l	Ó	Scars of the Veteran .	INS	U	1.00
50			School of the Unseen .		U	.50
)0)0		0	Seasoned Tactician Sheltered Valley		U R	.50 4.50
50	-		Shield Sphere		U	1.00
5	1	٠	Sol Grail	ART	R	2.00
50 50	-		Soldevi Digger Soldevi Excavations .	ARI	R	5.00 5.50
0			Soldier of Fortune		U	75
		٠	Spiny Starfish	SC	U	.75
			Splintering Wind Storm Cauldron	APT	R	2.00
			Storm Elemental	SC	U	.75
0	-	•	Stromgald Spy	SC	U	1.00
0					UU	.50 .75
10 5	-	0	Surge of Strength Sustaining Spirit	SC	R	5.00
		0	Sworn Defender	SC	R	4.00
0			Thawing Glaciers Thought Lash		R	8.50 3.50
0 10	-	能	Thought Lash		R	3.00
0	-	٠	Tornado	EN	R	2.50
5		0	Unlikely Alliance Urza's Engine		U R	.75 1.50
10 10	-	ě	Varchild's War-Riders		R	4.00
10		•	Viscerid Drone		U	.75
0			Wand of Denial Wandering Mage	ART	R R	1.50 3.50
5	-	•	Whirling Catapult	ART		1.50
0	1		Whirling Catapult Winter's Night	EN	R	3.50
0		•	Yavimaya Ants	SC	U	1.00
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0			IIRAGE 🎌			
D			Set (350 cards)			
0		Stai	rter Deck (60 cards)			8.50
0		Stat	rter Box (12 decks)			85.08
5			ster Pack (15 cards) ster Box (36 packs)			2.50
			nmons			
0	-	Unli	isted Uncommons	• • • • • •	•••	
0		•	Abyssal Hunter	SC.	R	3.00
0		÷.	Acidic Dagger		R	2.50
0	÷	•	Afiya Grove	EN	R	2.50
0	-		Afterlife		U R	.50 3.00
5		٠	Amulet of Unmaking			3.00
5		۲	Ancestral Memories	,SOR	R	3.50
0		•	Ashen Powder	SUK	R R	3.00 3.00
0	*****	0	Asmira, Holy Avenger . Auspicious Ancestor .	SC	R	2.00
0	-	۲	Barreling Attack	INS	R	2.00
0			Basalt Golem Bazaar of Wonders		U R	.50 3.50
0			Benthic Djinn		R	3.00
0		•	Blighted Shaman	SC	U	.75
0		•	Blind Fury Bone Mask	INS	ป R	.50 3.00
0		ě	Brushwagg	SC	R	2.00
0		•	Burning Palm Efreet .	SC	U	.75
0			Cadaverous Bloom	CN	11	5.00

Catacomb DragonSC	R	7.00	Ö,	Jabari's Influence	NS	R	3.50
Celestial DavinEN	R	6.50	•	jungle Patroi	SC	R	2.50
ChaosphereEN	R	3.00		(ukernssa Pirates	32	R	2.50
Charcoal DiamondART	U	2.00	0 L	eering Gargoyle	SC	R	2.50
Circle of Despair EN	R	3.00		ion's Eye Diamond			3.50
Consuming FerocityEC	U	.50		ure of Prey			3.00
Coral FightersSC	U	.50		lalignant Growth			3.00
Crimson Helikite	R	7.00		lana Prism			1.25
Crypt CobraSC	Ü.	.50		Wangara's Blessing		-	1.00
Cursed Totem ART		4.00		Mangara's Equity			1.00
Cycle of LifeEN		2.50					3.50
Daring ApprenticeSC		2.50					
				Aarble Diamond		-	2.00
Discordant SpiritSC		3.00	•	laro	32	R	5.00
DissipateINT	U	2.00	0.1	Welesse Spirit	32	μ.	1.00
Divine Retribution INS	R	2.50	•	Aindbender Spores	SC	R	2.00
Dwarven MinerSC	U.	1.00	•	Aire Shade	SC	U	.50
Early Harvest	R	3.00		Aisers' CageA			3.00
Emberwilde CaliphSC	R	2,50		list Dragon			5.50

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Cadaverous BloomEN R

There was a time when Alpha cards were the hottest commodities, and a complete set was worth \$750 more than a Beta set. But then came the DCI, banning Alpha cards from tournament play. As a result, a complete Beta set is now worth \$400 more than their wide-rounded counterparts.

				_	-	_	4	Deser
	Emberwilde Djinn	SC	R 3.50	3.00	Moss DiamondART 1	J 2.00		Desol
	Energy Bolt	SOR	R 3.00	1.0	Mystical TutorINS I	J 2.00	1.	Diamo
	Energy Vortex		R 3.50	10	Natural BalanceSOR I	R 4.00	Ξø	Drago
	Enlightened Tutor	INS	U 2.50		Nettletooth DjinnSC I	2.00		Eleph
l	Ethereal Champion	SC	R 2.50	10	Null Chamber	R 3.50		Elkin
	Favorable Destiny				Painful MemoriesSOR I	J .50	0	Equip
	Final Fortune	INS	R 7.00	1.	Paupers' Cage	R 3.50	10	Eve o
	Fire Diamond			0	Pearl DragonSC	R 5.00	*	Feme
	Flash	INS	R 3.00	1.	Phyrexian DreadnoughtAC	R 8.50	ŵ	Firest
	Forbidden Crypt	EN	R 3.50	1 .	Phyrexian PurgeSOR I	R 2.50		Flood
	Forsaken Wastes	EN	R 5.00		Phyrexian TributeSOR I	R 2.00		Farbio
	Frenetic Efreet		R 3.00	. 🔿	Political Trickery SOR I	3.50		Goblir
	Goblin Soothsayer	SC	U .50		PolymorphSOR I	R 3.50		Griffin
	Grim Feast	EN	R 3.50		Preferred Selection EN 1	3.50		Guidir
	Grinning Toters	ART	R 10.00	1.1	Prismatic Boon	J .50		Helm
	Hakim, Loreweaver	SC	R 3.00		Prismatic LaceINS I	R 2.00	10	Honor
	Hall of Gernstone	EN	R 3.50		Psychic TransferSOR	R 3.50	1.	Juju I
	Hammer of Bogarda	nSOR	R 10.00		Purgatory EN 1	R 3.DO		Kaerv
	Harbinger of Night	SC	R 3.00		Purraj of UrborgSC 1	R 3.00	÷.	Katab
	Hivis of the Scale	SC	R 3.50	0	Rashida ScalebaneSC I	R 3.50		Kooki
	Horrible Hordes	AC	U .50		Razor Pendulum ART I	3.00	1.	Lead-
	Illicit Auction	SOR	R 3.00		Reckless Embermage SC I			Licher
	Illumination	INT	U .50	1.1	Reflect Damage and the ANS I	R 4.00	1.	Lightr
10-00	Infernal Contract	SOR	R 3.50		ReparationsEN F	R 3.00	0	Langi
							*	

	Kock BasiliskSC		3.00	
٠	Roots of LifeEN			
C	Sacred Mesa EN			
5	Savage TwisterSOF	۱U	1.25	
3	Sawback ManticoreSC	R	2.50	
ĝ.			1.00	
			3.00	
	Shallow GraveINS	R	4.50	
Ð	Shauku, Endbringer SC	R	3.00	
	ShimmerEN	R	3.50	
)	Sıdar JabariSC	R	3.50	
Þ	Sky DiamondART	D	2.00	
)	Soul EchoEN	R	3.50	
)	Spectral GuardianSC	R	4.00	
		R	8.00	
			1.50	
Þ	Subterranean SpiritSC	R	3.00	
	SunwebSC	R	3.00	
Ð	Tainted SpecterSC	R	3.00	
2	Taniwha	R	4.00	
9	Teeka's DragonAC	R	5.00	
8	Teferi's ImpSC	R	2.00	
Ð.	Teferi's IsleLAN	R	2.50	
2	Telim TerSC	R	2.00	
Þ	Telim'Tor's EdictINS	R	2.00	
	Tombstone Stairwell EN		4.00	
	Torrent of LavaSOR	R	3.50	
Ø,	Uktahi WildcatsSC		3.50	
	Unfulfilled DesiresEN	R	3.00	
	Ventifact BottleART		3.00	
)	Vigilant MartyrSC	U		
	Volcanic DragonSC	R	6.50	
	Volcanic GeyserINS	U	1.50	
	Waiting in the Weeds SOR	R	3.00	
	Warping WurmSC	R	3.00	
	WellspringEL	R	2.50	
	Wildfire EmissarySC	U	1.50	
	Worldly TutorINS		1.50	
	VareINS		2.00	
	Zebra UnicomSC	U		
	Zinlan of the ClawSC Zuberi, Golden Feather SC	R	3.50	
)	Zuberi, Golden Feather SC	R	4.00	

Rock Basilisk

SC R 3.00

VISIONS T

WIZARDS OF THE COAST-1	997
Full Set (167 cards)	.150.00
Booster Pack (15 cards)	3.50
Booster Box (36 packs)	105.00
Commons	
Unlisted Uncommons	
Aku DjinnSC R	5.00
Anvil of BogardanART R	5.50

•	AnyH of DogardanAKT	ĸ	J.J
Э	ArchangelSC	R	7.00
	Army AntsSC	U	.50
۲	Blanket of NightEN	U	1.00
•	Bogardan PhoenixSC	R	4.00
٠	Brass-Talon Chimera AC	U	.50
	Breathstealer's Crypt EN	R	3.00
•	Brood of Cockroaches SC	U	.50
-	ChronatogSC	R	4.00
٠	City of SolitudeEN	R	8.00
	CorrosionEN	R	3.00
	Creeping MoldSOR	U	1.00
14		R	6.00
•	DesolationEN	U	1.00
٠	Diamond Kaleidoscope ART	R -	3.75
۰	Dragon MaskART	U	1.00
٠	Elephant GrassEN	U	1.00
•	Elkin LairEN	R	3.50
0	EquipoiseEN	R	4.00
0	Eve of SingularityEN	R	4.00
*	Femeref Enchantress SC	R	3.00
÷	Firestorm Hellkite SC	R	6.50
•	Flooded ShorelineEN	R	3.50
•	Forbidden RitualSOR	R	4.00
•	Goblin RecruiterSC	U	1.00
	Griffin CanyonLAN	R	4.00
÷.	Guiding Spirit	R	3.50
٠	Helm of Awakening ART	R	1.00
õ	Honorable PassageINS	Ű.	1.00
÷	Juju BubbleART	IJ	.50
	Kaervek's SpiteINS	R	4.00
õ.	Katabatic WindsEN	R	3.00
ē	Kookus	R	4.00
÷	Lead-Belly ChimeraAC	U	.50
•	LichenthropeSC	R	3.00
	Lightning Cloud		4.00
	Langbow Archer	U	1.00

MAGIC	DATA		C=COMMO	N U=UNCOMM	ON R=RARE
• ARTIFACT	BLACK 🔍 BL	UE GOI	.D 🛛 🗩 GREEN	• RED OW	HITE IAND
ART Artifact AC Artifact Creature CR Current Rarity	EA Enchant Artifact EC Enchant Creatur EL Enchant Land		ant World LL	Legendary Land SL	Summon Creature Summon Legend R Sorcery
PRICE	DATA	WENT UP	WENT DOWN	HEAVY TRADI	IG NEW SET

•	Magma Mine	ART	U	1.00
Ō	Miraculous Recovery		U	1.00
•	Natural Order	SOR	R	4.50
•	Necromancy		U	1.00
•	Necrosavant	SC.	R	4.00
•	Nekrataal		U	2.00
۲	Ogre Enforcer		R	4.50
•	Ovinomancer	.SC	U	1.00
0	Peace Talks	SOR	U	.50
	Phyrexian Marauder	.AC	R	3.50
•	Pillar Tombs of Aku	.EN	R	4.00
۲	Prosperity	SOR	U	2.00
	Pygmy Hippo	.SC	R	3,75
۰	Quicksand	LAN	U	1.25
۰	quinter and the first state		R	4.00
۲			R	5.50
۰	Relentless Assault			10.00
0	Retribution of the Meek			4.00
	Righteous War		R	3.50
۲			R	3.50
۲	Sands of Time			4.00
	Scalebane's Elite	.SC	U	1.00
	Simoon		U	.50
٠	distant and a second se			5.50
	Squandered Resources		R	4.00
۲	Stampeding Wildebeests		U	1.00
	Suleiman's Legacy		R	3.50
•				1.00
۰				4.00
۲			R	3.00
	Tempest Drake		U	1.00
۲			R	4.00
	the range dimineral first.		U	.50
0			R	4.00
	Triangle of War			3.00
				8.00
	Vampiric Tutor			
•			UR	1.50
	Viashivan Dragon			8.00
			R	5.00
	Waterspout Djinn		R	1.00
0	Zhalfirin Crusader		ĸ	4.00
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WEATHERI IGHT

	EATHERLIGHT	1	للسان	•		Avenging AngelSC R	
WI	ZARDS OF THE COAST-	15	97		•	Bellowing FiendSC R	
	Set (167 cards)				0	Benthic BehemothSC R	
	ster Pack (15 cards)				•	Booby TrapART R	
	ster Box (36 packs)				•	Bottle GnomesAC U	
	mons				•	Bounty HunterSC R	
Unli	sted Uncommons	•••			۲	Caldera LakeLAN R	
					۲	Canyon DrakeSC R	
0	AbeyanceINS	R	7.50		•	CarrionetteSC R	
	AborothSC	R	5.00		۲	Chaotic GooSC R	
-	Æther FlashEN	U	1.00			ChillEN U	
	Alabaster DragonSC	R	6.50	1	۲		
٠	Ancestral Knowledge EN	R	5.00			Cinder MarshLAN U	
	AvizoaSC	R	3.50			Coffin QueenSC R	
	BarishiSC	U	.50			Cold StorageART R	
	Bone DancerSC	R	3.50			Commander Greven il-Vec SC R	
	Bosium StripART		4.00	1		Corpse DanceINS R	
•	Bubble Matrix ART		5.00	i	•	Crazed ArmodonSC R	
	Call of the WildEN		4.00	-		Cursed ScrollART R	
	Chimeric SphereART		.50	i	•	Dauthi EmbraceEN U	
0	Debt of LoyaltyINS		4.00	1			
	Dense FoliageEN	R	4.00	1	•		
	Dingus StaffART		5.00	ł	•		
	Doomsday	R	3.00	1	_	DracoplasmSC R Dregs of SorrowSOR R	
	Owarven Thaumaturgist SC Ertai's FamiliarSC	R	4.00	1			
-		R	6.00	1		DuplicityEN R FarthcraftEN R	
-	FervorEN	R	6.00	1	-	Earthcraft	
0	Foriysian BrigadeSC	U U	.75	1	ē	Eladamri, Lord of Leaves SC R	
	Fungus ElementalSC	R	4.00	1	~	Eladamri's Vinevard EN R	
	Gaea's BlessingSOR		1.00	÷		Elven WarhoundsSC R	
ě.	GallowbraidSC	R	4.50	ŧ	ž	Emerald Medallion ART R	
	Gemstone Mine LAN		3.00	ł	ě		
ŏ	Gablin BombEN	R	5.00	÷	-	Energizer	
ā	Heart of BogardanEN	R	4.00	÷		Ertai's MeddlingINT R	
	Heat StrokeEN	R	4.00	÷		•	
ŏ	Hurloon ShamanSC	U	.50	÷		ExtinctionSOR R	
	Infernal TributeEN	R	4.00	÷		Fevered Convulsions EN R	
Ō	Inner SanctumEN	R	4.00	ł		Field of SoulsEN R	
	Liege of the Hollows SC	R	4.90	÷		Flickering WardEC U	
	Lotus ValeLAN	R	11.50	÷	ŏ		
۰	Mana WebART		5.00	:	ē	Flowstone Sculpture AC R	
۲	Maraxus of KeldSC	R	5.50	÷	Ö		
۰	MorinfenSC	R	4.00	÷		Fool's TomeART R	
	Mwonvuli OozeSC	R	3.00	:			
	Nature's Resurgence SOR	R	4.00	-		Furnace of RathEN R	
۲	Noble BenefactorSC	U	.75	:	•	FylamaridSC U	
۲	Null RodART	R	4.00	ł	0	Gerrard's Battle CryEN R	
۲	Orcish SettlersSC	R	1.50	:		Goblin Bombardment EN U	
۲	Paradigm ShiftSOR		4.00	÷		GrindstoneART R	
0	PeacekeeperSC	R	5.00	-		Hand to HandEN R	
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	Heartwood Giant	R	4.00		۲	RecycleEN	R	5.00
È.	Helm of Possession ART	R	5.50	1		Reflecting PoolLAN	R	13.00
ò	HumilityEN		6.50		۲	Renegade WarlordSC	U	1.00
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	٠	Sapphire Medallion ART	R	6.00
	•	SarcomancyEN	R	7.00
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	۲	Scalding TongsART	R	5.00
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1		Scroll RackART	R	7.00
		Selenia, Dark AngelSC	R	5.50
	۰	ShockerSC	R	5.00
	٠	Sky SpiritSC	U	1.25
		Skyshroud Forest LAN	R	5.00
	•	Skyshroud VampireSC	U	1.25
	0	Soltari EmissarySC	R	4.00
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		Sudden ImpactINS	U	1.50
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		Thalakos Lowlands LAN	U	1.25
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:		Time WarpSOR		13.50
		Tooth and ClawEN		3.50
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When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde. "Peace will come only when we have taken Varchild's head." —Lovisa Coldeves, —Lovisa Coldeves,

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TAKE DOUBLE

HOARDING HORDES

When these ravagers made their InQuest debut in issue #16 they were the hottest card in the game. "It's a red Juzam!" people cried, and a \$20 price tag reflected this sentiment. Today their value has dropped to \$10, still pretty high for a card that is rarely played.

Course		·	
Rain of TearsSO Rathi DragonSC	RU 1.50 CR 10.00	 Unstable ShapeshifterSC R Vec TøwnshipLAN U 	4.00 .75

	veroant Force		1.00
-	Verdigris	.INS U	.75
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0	Warmth	EN U	1.00
	Wasteland	LAN U	2.50
	Whim of Volrath	INS R	4.00
	Whispers of the Muse	.INS U	1.50
•	Wind Dancer	SC U	1.75
	Winds of Rath		5.50
Ĩ	Wood Sage		3.25
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	1 Set (143 cards)		
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Bo	oster Pack (15 cards) . oster Box (36 packs)		2.75
Ba	oster Box (36 pacies)		.78.00
Co	mmons		
Un	listed Uncommons		1.00
	Acidic Sliver	SC U	1.50
	Amok		3.00
	Awakening		4,50
	Bottomless Pit	EN II	1.50
			4.00
	Burgeoning	SC R	4.00
-	Contract the Durant		
•	Crovax the Cursed	N 06.1	5.50 2.00
	Crystalline Sliver		
8	Dream Halls	EN K	5.00
	Ensnaring Bridge		5.50
٩	Evacuation		4.50
	Fanning the Flames .	SOR U	1.00
	Flowstone Mauler	SC R	3.00
	Grave Pact	EN R	5.00
	Flowstone Mauler Grave Pact Heartstone	ART U	1.00
	Heat of Battle	EN U	1.00
	Hermit Druid	SC R	4.50
	Hesitation		1.00
C	Hidden Retreat	EN R	3.50
	Horn of Greed		4.00
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	Jinxed Ring		3.00
			1.00
	Mask of the Mimic		
	Megrim	EN U	1.50
: •	Mind Peel Mindwarper	SUK U	1.00
•	Mindwarper	SC R	3.50
	Mogg Infestation	SOR R	4.50
-	Mogg Maniac		1.25
	Mortuary	EN R	4.00
	Mox Diamond Portcullis	ART R	19.00
€ €	Portcullis	ART R	4.50
C	> Pursuit of Knowledge		6.00
	Rebound	INT U	1.00
1	Reins of Power		3.50
1	Revenant	SC R	4.50
C	Rolling Stones	EN R	4.00
1	Ruination	SOR R	5.00
10	Sacred Ground	EN R	4.00
10	Shaman en-Kor	SC P	3.50
	Shard Phoenix		5.00
	Shifting Wall	AC H	1.00
			4.50
1	Silver Wyvern Skeleton Scavengers		3.50
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C			4.00
1	Spike Breeder		3.50
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•	Stronghold Assassin		4.00
10	Sword of the Chosen		3.00
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1	Thalakos Deceiver	SC R	3.50
1	Verdant Touch		3.50
1	Victual Sliver		1.50
10	Volrath's Gardens	EN R	3.50
			4.00
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1	Voirath's Stronghold		7.00
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Verdant ForceSC R 7.00

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Unlisted Uncommons 1.00



@ Citanul FluteART	R	4.50
Citanul HierophantsSC	R	4.50
Claws of GixART	U	1.50
O ClearINS	U	1.50
🐵 ConfiscateEP	U	1.50
ContaminationEN	R	5.00
Copper GnamesAC	R	4.50
Cradle GuardSC	U	1.50
Crater HellionSC	R	6.50
Crazed SkirgeSC	U	1.50
CrosswindsEN	U	1.50
Crystal ChimesART		1.50
Dark Hatchling	R	4.50
Darkest HourEN	R	4.00
O Defensive Formation EN	U	1.50
Destructive UrgeEC	U	1.50
Diabolic ServitudeEN	U	1.50
Discordant DirgeEN	R	4.50
DisorderSOR	U	1.50
DouseEN	U	1.50
Dragon BloodART	U	1.50
Drifting DjinnSC	R	6.00
Eastern PaladinSC	R	4.50
ElectryteSC	R	3.00
O Elite ArchersSC	R	4.50

Sentiment Alteration INS	U	1.00	🔎 Lightning Drag
Endless WurmSC	R	7.80	🔎 Lightning Drag
EndoskeletonART	U	1.50	Lilting Refrain
Energy FieldEN	R	6.50	lingering Mira
ExhaustionSOR	U	1.50	Lotus Blossom
ExplorationEN	R	3.00	Lurking Evil
O Faith HealerSC	R	3.00	Mana Leech
Fault LineINS	R	5.00	Meltdown
FecundityEN	U	1.50	Metrognome
Fire AntsSC	U	1.50	Midsummer Re
Flesh ReaverSC	U	1.50	Mishra's Helix
Fluctuator	R	3.00	Mobile Fort
@ Fog BankSC	U	1.50	O Monk Idealist
Fog BankSC Gaea's CradieLAN	R	2.00	Morphling
Gaea's EmbraceEC	U	1.50	No Rest for the
GambleSOR	R	5.00	Noetic Scales.
Gilded DrakeSC	R	4.00	🔎 0kk
O Glorious AnthemEN	R	7.00	O Opal Acrolith
Goblin CadetsSC	U	1.50	O Opal Archange
Goblin LackeySC	U	1.50	O Opal Titan
Goblin Offensive	U	1.50	Oppression
Grafted SkullcapART	R	4.00	Order of Yawg
		;	Outmaneuver .

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Dark Lord of the Sith. Servant of Emporer. Encased in aroun with cybernetic life support. Student of Obl-Wan Kenebi. Was the best standlet in the galaxy. Countrie warde



When in battle, adds 1 to each battle destiny. Adds 3 to power of any starship he pilots. Adds 4 to power and 3 to maneuver when piloting Yaker's Castam TIE. Immune to attrition $< 5_{\rm c}$

DOUBLE TAKE

issue #11, Vader and the other main characters were available for only \$10. That didn't last long. By issue #12 Vader was worth as much as \$40, and he new sits comfortably with a \$50 price tag.

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1.50	🕼 Great Whale	C R	7.60
1.50	Greater GoodE	NR	5.00
1.50 1.50	Greener PasturesE	NR	3.00
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.50	 Hawkeater MothS 	U C	1.50
	O Herald of SerraS	CR	5.50
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.50	Hidden GuerillasE	N U	1.50
50	Hidden HerdE		4.25
.50	Hidden PredatorsE	NR	3.00
.50	Hidden StagE	NR	3,50
.50	Hopping AutomatonA		1.50
.50	O HumbleIN		1.50
.00	 III-Gotten GainsSC 	RR	5.00
.50	Imaginary PetS	CR	4.50
.50	O Intrepid HeroSi		4.00
.50 .50	 Jagged LightningS0 		1.00
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	Lotus Blossom				1	 Vampiri
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	Meltdown	SO	RU	1.50	-	🏾 🖉 🕲
	Metrognome		1 8	4.00		🍩 Veiled S
	Midsummer Revel			4.50	-	👋 Veiled S
	Mishra's Helix				-	Vernal
-	Mobile Fort	AC	; U	1.50	1	Viashini
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	O Opal Titan	EN	R	4.00		• War Da
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	O Pariah	EC	R	5.00		 Wildfire
	Peregrine Drake		U	1.50		 Wirecat
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	Planar Void			1.00		 Zephid
	O Presence of the Maste	er EN	U	1.00	i	
	Priest of Gix	SC	U	2.50	i	
	Purging Scythe			5.00	-	URZA
	Rain of Filth			1.50	÷	WIZARD
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Booster Box (36 packs)		85.00
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Antagonism ,.....EN R

Arcane Laboratory EN U

Argothian WurmSC R

@ AttunementEN R

Back to BasicsEN R

Barrin, Master WizardSC R

Barrin's CodexART R
 Bedlam.....EN R

BereavementEN U

Blanchwood ArmorEC U

Blasted LandscapeLAN U

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Multani's Presence		U	1.25	Goblin Medics .	
No Mercy		R	6.00	 Goblin Weider . Goblin Crip 	
 Opal Avenger Opportunity 	EN	RU	3.50 1.00	 Granite Grip . Gram Monolith 	EU
Opportunity Palinchron		R	8.00	Harmonic Conv	ergence INS
 Peace and Quiet Phyrexian Defiler 		U U	1.00	 Hidden Gibbons Hope and Glory 	:EN
Phyrexian Plaguelord	SC	R	5.00	 Impending Disa Intervena 	sterEN
 Phyrexian Plaguelord Phyrexian Reclamation 		U	1.00		
 Planar Collapse Purify 		R	6.00 4.00	 Iron Maiden . Iron Will 	
Pyromancy		R	4.50	Jhoira's Toolbo	
Quicksilver Amulet	ART	R	5.00	O Karmic Guide .	
Rack and Ruin O Radiant, Archangel		U R	1.00	 King Crab Knighthood 	
O Radiant's Dragoons		U	1.25	Last-Ditch Effo	rtINS
Rank and File	SC	U	1.00	 Lava Axe Levitation 	
 Raven Familiar Rebuild 	SC	U U	1.00	 Lone Wolf 	
Ring of Gix	ART	R	10.00	Lurking Skirge	EN
Rivalry	EN	R	4.00	O Martyr's Cause Memory Jar	
 Scrapheap Second Chance 		R R	4.00 7.00	Might of Daks.	IN
Shivan Phoenix	SC	R	5.00	 Miscalculation Molten Hydra 	IN
Spawning Pool		U	1.00	 Molten Hydra Mother of Run 	
 Subversion Sustainer of the Realm 		RU	3.50	🖲 Multani, Maro-	SorcererSt
Tethered Skirge	SC	Ŭ	1.00	 Multani's Acoly 	
Thran Lens		R	4.50	 Multani's Press No Mercy 	
 Thran War Machine Thran Weaponry 		U R	1.50 3.00	🔿 Opal Avenger	El
Ticking Gnomes	AC	U	1.00	 Opal Champios Opportunity 	1El
Tinker			1.00	 Opportunity Ostracize 	
 Treacherous Link Treetop Village 		U U	1.00 1.00	Palinchron	SI
Urza's Blueprints	ART		4.00	Parch	
 Viashino Cutthroat Viashino Heretic 	SC	U	1.25	 Peace and Qu Phyrexian Bro 	
 Viashino Heretic Walking Sponge 	SC SC	U U	1.00 1.00	 Phyrexian Deb 	aserSI
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Bio-Weapon Discovery CON R 4.00	Jha'Dur CHA R 5.00
BlessingsAFT Pr 5.00	Sohn SheridanCHA R 12.50 Kosh NaranekCHA R 7.00
BlockadeCON R 3.00	
Bombing RunEVE Pr 3.00	Lack of DirectionAFT Pr 15.00 Left VulnerableAFT R 3.00
Captain Pierce	Luis Santiago
	Maintain The Peace AGE R 3.00
	Marcus ColeCHA R 8.00
1.4	Markab FleetFLE R 4.00
	MartyrAFT R 4.00
125 3	Minister MalachiCHA R 5.00
	Monitored DealEVE Pr 3.00
and the	MordenCHA R 6.50
1.0 - A-11	Motivated Leaders GRO R 4.00
	Negotiated SurrenderAFT R 3.00
	No EscapeAFT R 3.00
	Not Meant To BeEVE R 4.00 Observers
	Observers
total and	Parliament Of DreamsCON R 3.00
	Paying For Sins
	Power Posturing ENH R 3.00
and the second	Prolonged TalksEVE R 3.00
O poeters	ProtestsAFT R 3.00
	Public ApologyAFT R 3.00
	Racial Hatred AFT R 3.00 Rolly The Decel
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	RammingEVE R 3.50 Rangers SurveillanceGRD R 4.00
rd enough lands	Rangers SurveillanceGKD R 4.00 Rathenn
	Recalled To Service EVE R 4.00
ids both players ds in hand and	Reverse AdvancesAFT R 3.00
hust be equalized	Rogue Soul Hunter CHA R 4.50
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Bonoratou.	Secret Strike EVE R 4.00
	Seizing the Advantage AGE R 3.50
	ShakatCHA R 5.00
	Skeletons in The ClosetAFT R 3.00
	Sleeping Z'ha'dumLOC R 7.50 Soin Doctors
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William Morgan Clark	CHA I	4.58
Z'ha'dum Awakened	LDC I	₹ 5.50
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EXPANSION

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PRECEDENCE PUBLI	SHING	-1999
Full Set (417 cards)		*
Starter Box (12 decks)		····.*
Booster Box (20 packs)		40.00
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Commons		
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 Against the First Ones 	AGE I	J .75
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Altruism	AGE I	J .75
Ancient Enemies	ENH 1	J .75
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At a StandstillAFT U .75	• 1
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Attack OutpostCON U .75	• N
Babylon 5 FightersFLE U .75 Babylon 5 War Council ENH U .75 Backdash	• N
Backlash	🛞 N
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Beyond the RimCON R 2.50 Biased ReportingENH U .75	• M
Biased ReportingENH U .75 Blind the WatchersCON U .75	• N
BrakirLOC U .75	• N
Buy Favor	• N
Buy New Resources EVE R 3.00	• 0
Call Their BluffCON U .75	• 0
Carrier Group	• 0
Chain of CommandAFT U .75	• 0
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Changeling NetENH R 2.00 Chosen of GodAGE R 3.50	• Pi
Civil Servants	• Pi
CoincidenceEVE R 2.00	• Pl
Combined Fleet	Pl
Command ShipFLE R 4.00	 PI PI
ConfrontationCNT R 2.50	Pi
ConscriptionEVE R 3.00	Pi
ConsultantsGRO R 4.00	• Pr
DagoolCHA R 3.00	• Pi
Day of the DeadEVE R 2:50 Death of KoshCON R 4:00	• Pi
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Deep ScanCON U .75	P
DefeatedAFT R 2.00	• Pr
Defector RevealedEVE Pr 6.00	• Pt
Defend the RacesAGE R 2.00 Diplomatic ChannelsENH U .75	• Pe
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• Eyes on the Border EVE U	• 2-
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Fate Awaits	ENH	U	.75
 Fate Calls 	CON	R	2.50
Feast of Strife	AGE	U	.75
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 First One Intervention . 	AFT	R	2.00
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Guarded Resource	CNT	R	2.00
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Hacker		Ū	.75
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Hand of Valen		U	.75
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Heavy Losses		U	.75
Hidden Preserver	FVE	R	2.00
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• Justin		R	5.00
Let Them Fight		R	2.50
Lhim/Dram	.CHA	U.	.75
Light Shines		U	.75
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 Lost Opportunities 	.CNT	U	,75
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O Lyta Empowered	CHA	R	4.00
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Nhuk/ Vrek	6H3	R	3.00
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Officer Exchange On All Fronts	CON	U	.75
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Opportunity For Chaos	.EVE	R	3.00
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	-	Shadow Implants			2.50
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Paul PorterPER R

O Queen's Barg CubeSTA R

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🏶 Aamin Marritza 🗤		
 Access Relay Station 		
Aid Fugitives		
Airlock		
Aldara		
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U.S.S. Yangtzee Kiang STA R 8.00	🖷 Daro 🛛PER U
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RITE: VICTORY PARTY RITE

Play this Rite immediately after a pack defeats an Enemy in the Hunting Grounds of Renown 8 or more. This card is worth +2 victory points.

RENOWN 4

DOUBLE TAKES

Hey kids, it's the first insert card available from

InQuest! Back then, we didn't have a polybag, so it

came in a little wrapper stapled into the magazine.

It wasn't Magic, and it wasn't exclusive. No, it was

an obscure Rage card. But hey—it was something!

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Omet'iklan			5.00
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OB.		.75	Booster Pack (15 cards)
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Uncommons.....

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	Dantooine		1.00) Luke
	Dark Collaboration		5.00) Luke'
•	Dark Hours	EFF U	.75) Mant
	Dark Jedi Lightsaber		1.00) Miller
	Dark Jedi Presence		6.00	Molat
	Darth Vader		50.00	Mom
	Dathcha		1.00) Move
	Death Star: Lvl 4 Mil.Com		1.00	Myo
	Death Star Plans		5.00	Neval
	Death Star Sentry		.75 1.00 6.00 50.00 1.00 1.00 5.00 1.00) N.ght
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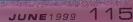
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• OS-72-1 In Obsidian 1 STA R 6.00	THE X-FILES
OS-72-1 in Obsidian 1STA R 6.06 OS-72-10IMP R 5.00	U.S. PLAYING CARD CO1996
OS-72-1 In Obsidian 1 STA R 6.00 OS-72-10	U.S. PLAYING CARD CO1996 Full Set (334 cards)
OS-72-1 in Obsidian 1STA R 6.06 OS-72-10IMP R 5.00	U.S. PLAYING CARD CO1996 Full Set (334 cards) \$400.00 Starter Deck (60 cards) \$3.00
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OS-72-1 in Obsidian 1STA R 6.00 OS-72-10IMP R 5.00 OS-72-2 In Obsidian 2STA R 6.00 Outer Rim ScoutAL R 4.00	U.S. PLAYING CARD CO1996 Full Set (334 cards) \$400.00 Starter Deck (60 cards) 9.00 Starter Box (12 decks) .75.00
OS-72-1 in Obsidian 1STA R 6.00 OS-72-10	U.S. PLAYING CARD CO 1996 Full Set (334 cards) \$400.00 Starter Deck (60 cards) 9.00 Starter Box (12 decks) .75.00 Booster Pack (15 cards) 2.90
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0S-72-1 in Obsidian 1 .STA R 6.00 0S-72-10	U.S. PLAYING CARD CO. —1996 Full Sei (334 cards)
OS-72-1 in Obsidian 1STA R 5.00 OS-72-10	U.S. PLAYING CARD CO1996 Full Sei (334 cricts) \$400.00 Starter Deck (60 cards) 9.00 Starter Bock (12 decks) .75.00 Booster Pack (15 cards) 2.90 Booster Pack (15 cards) .290 Dotster Bock (36 packs) .75.00 Commons .10 Uncommons .75
OS-72-1 in Obsidian 1STA R6.00 OS-72-10	U.S. PLAYING CARD CO1996 Full Sei (334 cards) \$400.00 Starter Deck (60 cards) 9.00 Starter Bex (12 decks) 7.500 Booster Pack (15 cards) 2.90 Booster Box (36 packs) 75.00 Commons 10 Uncommons 7.5 Rares 3.00
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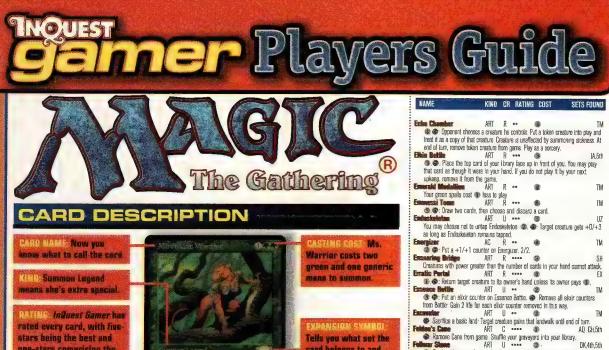
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stars being the best and one-stars comprising the cream of the cran

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NAME	KIND CR	RATING	COST	SETS FOUND	NAME	Marcal Barriston - Constant	KIND	CR	RATING	COST	SETS FOUN
ARTIFAC	TS				Clay State	enerates. 3/1.	AC	C		*	AQ.4th,5t
Abaldin's Ring	ART L. any target. ART R	(8	AN R.4th.5th TM	Clectored Put seve attacks	Bensit en +1/+D counter or blocks, remove	a counte	ast. At ar, 🍩	. 🐵 · Add		L,U,R,4th,5 bat in which Beast s to Beast (maximui
Sacrifice a creature: Targ power from the top of his Anglet of Krong & Prevent 1 dama Anglet's Transport	or her library ART C ge to any targi ART U	into his or h ••• i et. ••• (ter gravøyard.	AQ,4th,5th UL	Clackwork Cannot I end of a	be blocked by artif	AC act crea h Steed	C tures. attacl	Put 4 +1 ks or bloc	ks remove	HL.51 ers on Steec. At the a counter 🐲, 🏶:
Attack ng does not cause untapped creatures he co 1 damage to that player f	ntrois that did	not attack t	his turn. Ange	yer's turn tap all I's Trumpet deals	Coat of An Each cre type.		ART for eac	R h othe		in play of	E the same creature
Whenever a player puts a	ART R land into play	, Ankh deals	2 damage to		First stri	ke. 2/1.	AĠ	8	**	*	T
Ashnod's Allar © Sacrifice one of your Ashnod's Transmourant	creatures in p	ilay: Add 🎕	to your mana	 AQ, CH,5th a pool. AQ, CH,5th 					old Storag	(#) 16. Sacrifici	Ti a Cold Storage: Put
Sacrifica: Turn non-an Barbed Sextant	rtifact creature ART C	into an artif	lact creature w	/ith +1/+1. 1A,5th	Colocters Trample.	f Serilie Does not untap. 4	°AC ⊛: Unta	Ř 10 Coli	ussus duri	ng your up	AQ, 4th, 51 keep. 9/9,
 (a) Sacrifice: Adu or Bari's Cage (a) Target creature does 	ART R	••• (DK, CH,5th	Standar Balan	rifice: Choose an a	AC rtifact ir ART	R 1 your R		ent it nte	U play. 1/1. AQ,4th,5t
During your upkeep, you r	ART R nay put a cou	nter on Code	19 ex. 🕷, 🚭, Sa	UZ	Ø Disc Crawlopic	and a card at rand	iom: Giv ART	e targi R	et creaturi ••	*	
Draw X cards, where X is Dataset and Second Second Banos when attacking, At cestroyed, 1/1. Of course,	AC C the end of co	•• 🧃	ails blocking E	AQ.4th,5th Battering Ram are	Drown of t		ART hantmer	R nt from	••• 1 dhe crèa	الله ture to and	IA,5t ither The enchant-
Beast of Burden Beast of Burden has power creatures in play, */*,	AC Ŕ	**	6	UL number of	Crystal Chi	Sacrifice: Return a	ART	U	nts from ye	拳	U.
When Trap comes into pla opponent draws cards he	reveals them t	to all players	If any of thos		Cursed Sca Carsed Sca Carsed Sca	n 1 life for any blu rolli Name a card Opp	e spell o ART onent ch	R R NOOSES	an only gi a card at	ve 1 life pe andom fn	er spell. Til om your hand. If he
named card saorifice Trap Builtie Guernes Sacrifice Bottle Gnomes. (Builtie of Subcious	AG U Gain 3 life, 173	A	u uat piayor.	TM AN.R.4th 5th	A p.ayer	who controls more	ART e permar	R nents 1	than any o	ther canno	U
, Sacrifice: Flip a c you get a Djinn token, a 5	coln. If oppone 75 fly ng artifa	int wins, you	taxe 5 damaj	ge Otherwise, SH		is effect until end		R		۰.	AN,R,4th,5t
 Do 1 damage to to Configuration When Carthod.on is put in 	arget creature. AC U	That creature	<u>}</u>	turn if able. UZ	Defense Gr During ea Diabolic M	id ach player's turn, s achine	ART	Į,	y another		U t an aciditional @e. DK,4th.5ti
your mana pool. 3/3. Chimetic Staff @: Staff s an artifact cre	ART R ature with pov	ver and toug) ihness each ei	12U Itânt, X at Isup	Dingus Egg	r a land is destroy r a land is destroy	ART	R	-		L,U R,4th,5t
end of turn Citamol Flate Search your librar	ART R	(UZ		Scender Opponent must di				ce, Play as	L,U,R,4th,5tt a sorcery. 10
than X. Reveal that card an Clause of Six	nd put it into y ART U	your hand.	issan saasiig i	UZ	(3. C): Bragon Em	Put a +1/+1 cou	nter on 1 AC		creature,	\$	AQ,R,4th.5ti
			,								

A	C=COMMON U=UNCOMMON	R=RARE
NQ,R,4th.5th	Untap target creature,	An, r Hill, r Hill
UZ	(a), (b): Draw a card and then discard a card of your choice.	AQ, CH,5th AN,R,4th,5th
.U,R.4th,5th y.	Redirect all damage from any creature to yourself.	
,U R,4th,5th	Can 1 life for any white spell cast. Can only give 1 life per	
	Gain 1 life for any red spell cast. Can only give 1 life per s	pell. L.U.R.4th.5th
tional @. DK.4th.5th	player for each card more than four in his or her hand. ART U W	L.U.R.4th,5th
UL	During each of your opponent's upkeeps, Iron Maiden deals 1 d	
AN,R,4th,5th	each time counter on Infinite Hourglass.	yanı Fizitoriyi UL
ids or ermanent to	Put a time counter on Infinite Hourglass during your upkeep. An during any upkeep to remove a time counter. All creatures	iy player may pay
ilayer. UL	During each player's draw phase, that player draws an addition Infinite Nonrolass ART R #	al card. IA,5th
hand. If he	ing that is unaffected by summoning s ckness. At end of turn, a Reading Mise ART R •••• @	L,U R,4th,5th
.,0,8,90,001 TM	Served Caneses ART U •• (1) (3), (2) Put a token into play. Treat this token as a 1/1 artifac	
r hand. "U.R.4th,5th	Whenever any player plays a land, that player draws a card,	SH
UZ	 Automaton gets -1/-1 and flying until end of turn. 2/2. 	
IA,5th enchant-	. Create a Giant Wasp token a 1/1 flying artifact creat	
UL	target creature as long as you control of Helm and it remains t ART R @	apped. L.U.R.4th.5th
of turn.	You may choose not to untap Helm. I factor a creature	
A0.4th.5th	 ART R •• (1) Give target creature banding until end of turn, 	L,U,R,4th,5th
a. UZ	The cost of each creature ability requiring an activation cost is This cannot reduce an ability's generic mana cost to less than	
AQ,4th,5th	Heartstone ART U *** 🐲	~ SH
TM prage: Put	Put the top two cards of target player's library into the yard if both cards share at least one color, repeat this process	et player's grave-
TM	mana to your mana pool () Untap Grim Monolith ART R ••• ()	TM
i creature	Grim Menelith ART R ••• (2) Grim Menelith does not untap during your untap phase. (2): Ar	UL id three coloriess
EX	Cropeshet Cataput AC C ••• O De 1 damage to a target flying creature, 2/3.	AQ,4th.5th
f 🛞, 🏟:	During your draw phase, draw an additional card. At the end of discard your hand.	
HL.5th Rea. At the	Cook at opponent's hand. No, his cards! Grafted Shullcop ART R ••	UZ
t (maximum	enchantments on traded germanents. Classes of Urza ART U @	L.U.R 4th,5th
L,U,R,4th,5th ich Beast	fact. Then give that oppenent one of your permanents of the se	
AQ.4th,5th	Samiliets of Chaes ART R ••• (1) (1) ART R ••• (1) ART R •••	LG, CH,5th
TS FOUND	Foundain of Youth ART C @	DK, CH,5th
_	ART R ••• . Draw a card, Use this ability only if you have no cards	MT. In your band
la serie de la compañía de	Output and the second secon	s aestrayed detore

Produce 1 mana of any color that opponent's ands may produce.

MAGIC FACT There is at least one trampler with a matching MAGIC DATA power and toughness from 2/2 up to 12/12. 🏶 ARTIFACT \star BLACK 🔅 BLUE ART Artifact AC Artifact Creature CR Current Rarity

118 INGUEST GAMERSO

MQ.440,001	 Gaundlets of Chaos ARI R ••• (1) (2) ARI R ••• (2) (3) ARI R ••• (2) (4) ARI R ••• (2) (5) ARI R ••• (2) (6) ARI R ••• (2) (7) ARI R •• (2)	⊾G, CH,5th ature or arti
"U.R.4th,5th ch Beast	fact. Then give that opponent one of your permanents of the same t	ype. Destroy al
(maximum	enchantments on traded germanents, Stasses of Urza ART U ••• (#	L.U.R 4th,5th
UL EAL	Look at opponent's hand. No, his cards!	L,DAY TURUUT
HL.5th eo. At the	Grafted Shullcop ART R 🕷	UZ
· (\$), (\$):	During your draw phase, draw an additional card. At the end of each discard your hand.	of your turns
TV	Grapeshat Cataputt 🛛 AC 👘 C 🚥 🕷	AQ,4th,5th
EX	©. Do 1 damage to a target flying creature, 2/3.	
	Grim Monolith does not untap during your untap phase. (*): Add thr	UL ee coloriess
TM	mana to your mana pool 🎕 Untap Grim Monolith	
TM	Grindstane ART R (1)	TM
rage; Put	yard If both cards share at least one color, repeat this process.	ici s grave-
AQ.4th.5th	Heartstone ART U *** 🐲 -	SH
ng, nuççu	The cost of each creature ability requiring an activation cost is reduce This cannot reduce an ability's generic mana cost to less than .	ed by 🏶.
UZ	Holm of Chalzaik ART R 🐠	L,U,R,4th,5th
AO.4th.5th	Over the second seco	714
f turn.	You may choose not to untap Helm	MT. A Control of
UL	target creature as long as you control of Helm and it remains tapped	
IA.5th	Hire, The ART R @	L,U,R,4th,5th
enchant-		UZ
UΖ	 Automaton gets -1/-1 and flying until end of turn. 2/2. 	
hand.	Whenever any player plays a land, that player draws a card,	\$H
U,R,4th,5th	Hernet Canness ART U •• (1)	SH
TM	Put a token into play. Treat this token as a 1/1 antifact creation.	
and. If he	ing that is unaffected by summoning s ckness. At end of turn, destro	y the taken. 1.U R.4th.5th
layer. 111	During each player's draw phase, that player draws an additional can	d.
ds or	Infinite Hourglass ART R 40	IA,5th
rmanent to	Put a time counter on infinite Hourglass during your upkeep. Any pla Buding any upkeep to remove a time counter. All creatures gain	
N.R.4th,5th	each time counter on Infinite Hourglass.	
81,13,701,981	ART R •• During each of your opponent's upkeeps, Iron Maiden deals 1 damag	e to that
UL	player for each card more than four in his or her hand.	e m rítat
onal 🏶. DK,4th.5th	hem Star ART U @	L.U.R.4th,5th
Signation	Gain 1 life for any red spell cast. Can only give 1 life per spell.	L.U.R.4th.5th
U R,4th,5th	Gan 1 life for any white spell cast. Can only give 1 life per spel	
U.R.4th.5th	ART R •• (1) (1) Redirect all damage from any creature to yourself,	L,U,R,4th,5th
	Jahan Tame ART R @	AQ. CH.5th
UZ	, . Draw a card and then discard a card of your choice.	
Q,R,4th.5th	Jander's Saddlielags ART R •••• @	AN,R.4th,5th
	age, age, control tendlor products,	
2	C=COMMON U=UNCOMMON R	=RARE
-		

GOLD GREEN GRED OWHITE CAND

SC Summon Creature

SL Summon Legend SOR Sorcery

INT Interrupt

LL Legendary Land MS Mana Source

DK.4th.5th

HL.5th

NAME	KIND	CR	RATING	COST	SETS FOL	IND
Jayomdae Tomp	ART	R	****	۰	L,U,R,40	h,5th
Jestor's Cap (), (), Sacrifice to look	ART	R	eese t olesor's	ibrary and		A,5th
cards from the game.			t piayoi o		tombro any mioc	ти
Jet Medallion Your black spells cost @	ART Fless to	R play.	••	\$		IM
Jinxed Idol During your upkeep, Jinxi	ART ed Idol d	R eals 2	damage	to you. Sac	rifice a creature:	TM Tar
get opponent gains contra Linxed Ripp	of Jiro ART	ied id R	ol permar	nently.		SH
Whenever any card is put Sacrifice a creature: Targe	nto your	grave	yard from es control	play, Ring of Ring der	teals 1 damage to manently.	ı you.
Jhoira's Toolbex (): Regenerate target an	AC	U	4.6.5	•	, and the second se	UL
Javen's Tools	ART	R	**	Si valla otto		i.,5th
 Target creature Karn, Silver Golem 	AC	R	4888	6		JΖ
Whenever Karn blocks or Target noncreature artifact	t is an a	artifac	t creature	ets -4/+4 u with power	ntil end of turn, 4 1 and toughness e	ach 🛛
equa to its casting cost Library of Long	untik end ART	of tu U	rn, 4/4	4	L.U.R.4	h,5th
Skip your discard phase of your library rather than				L can choos	e to discard to th	e top
Lifeline Whenever a creature is p	ART	R	***	a creati re	is in may return	UZ that
creature from its graveya	rd to p a	y at e	nd of tur	1.	io in piny fotoin	117
Lotus Blessom During your upkeep, you	ARI may put	R a pet	tal counte	r on Lotus	Blossom @ Sac	th,5th le top UZ that UZ r of
Blossom Add X mana of petai counters on Blosso	m.				e a is the humbe	
Lotus Petal	ART I. Add or	C sm er	na of any	ecior ta ya	ur mana pool Bai	TM nned!
Magnetic Web If a creature with a magnet	ART	R	**	2		TM
tacker controls attack if abi block that creature if abie.	e and all	creatu	irês with n	nagnet count	ers that delender o	onteols
Mana Vault Add 3 to your mana	ART	R		(1)	LU.R.4	th,5th
"pkeep Does 1 damage	to you r	r Vaul	t is tappe	d at the end	of your upkeep,	TM
Manakia Add one coloriess n		C Jour a	nana pool	1/1		
Medicine Bag	ART card a c	U Arts F	egenerati	a target cre	eture.	EX
Creatures with power gra	ART	R	***	1	L,J,R,4	tn,5tn
Memory Crystal Al buyback costs are re	ART	R	001	۲		EX
Memory Jar	ART	R	eee	🐠 band fana	down and draws	JL
Sacrifice Each play cards. At end of turn, ea	ch piaye	ir disc	ards his i	or her hand	and returns to ha	s or
her hand each card he o Metallic Sliver	AC	C	e this wa	y I De		TM
Metal, c Sliver counts as Metrognome	ART	R	•••	۰		UZ
When a spell or ability o rognome, put four 1/1 a	ne of yo rtifact G	ur opj nome	tokens in	entrois cau: ito play. 🏶	es you to discard Put a 1/1 a	l Met irtifact
Gnome token into play. Millstone	ART	L				kth.5th
🍘, 🏶 Take the top 2	cards fr					
player's graveyard. Mindless Automation	AC	R		🏶	to 1/11 count	EX
Comes into play with two Automaton Remove 2 +1	/+1 cou	nters f	rom Autor	aro a caro: P naton: Draw	a card: D/O.	
Mishra's Helix (), () Tap X lands,	ART	R		0		LZ
Counts as a wall (8) Fi	AC ort aets	+3/-1		d of turn an	d can attack this	JZ tum
as though it were not a Mogg Cannon	Wal. Pl	ay oni	y once ea	ich tum 0/	6	TM
Target creature you	control	gets -			ing-until end of tu	im. At
end of turn, destroy that Mex Diamond	ART	R	eas obcorr o	to and here	a land cord at	SH
When Mox Diamond col Mox Diamond 🌰, Add	one ma	na of	any color	to your ma	na pool.	
Novinyrral's Disk (1), (2) Destroy all nor	ART n-land pr	erman	ants. Con	as into play		4th,5th
Noatic Scales During each player's upl	ART	F		۲		UZ con
trols with power greater	than the ART	numb	ter of car	ds n nis or	her hand.	EX
🀲, 🏟 Discard your h	and Co	unter	target nor		el an	CH 5th
Biblisk of Undoing	ART pur perm	anent	s in play	back to you	r hand.	
Grnithopter Flying, 0/2, Despite wh			ski thinks			4th,5th
Patchwork Gnomes Choose and discard a c		lenera	te Patchv	vork Gnome	s. 2/1.	TM
Your white spells cost	ARI	F	? ••			TM
Pentagram of the Agen	ART	i f	***	one source		IA,5th
Phyrexian Colessus Does not untap during	AC	ł	0.0	۲		UZ ZUS
Cannot be blocked by f	ewer tha	in thre	e creatur	es. 8/8	T TIYTEARDT GUIUS	
Phyrexian Grimoure (1), (1) Target opponer	AK It choose	I I Is one	of the to	p two cards		TM L
Remove that card from Phyrexian Hulk		e and				TM
5/4 Phyrexian Processor	AR	r i		٠		UZ
When Processor comes token into play Treat th	s into pla	iy, pay	/ any ami	ount of life. ature with l	🕷, 🐟: Put a Mi	nion
each equal to the origin	nai paid	life to	tai		3	

NAME	KIND CR	RATING COST	SETS FOUND
Phyraxian Splicer	other target c ART U ry target attai ART R mas into play, e. If Portcullit AC U er to make Pr ART U	t, or shadow. Target reature gains that al exc ng creature with if there are two or s leaves play, p.it there if the start of the start of the start if the start of the start of the start of the start of the interval of the start of the st	ality antil end of turn JZ out flying. More other creatures in ne creature into play AQ,R4th 5th
STU by	_	DEF in Ja	ckson
Phying, pr your next insider you sacrifies i When Kir choose is	uplecep after r control, pay ;.) urmic Guide met creatur	n black; echo (Dur this permanent con e us causing cost or e comes into play, e card in your at creature toto pl	mrs

P Will Karmic Guide and Ashnod's Altar give me unlimited mana?

Under Fifth Edition rules, yes. You can use the mana ability of the Altar before the Karmic Guide's target is chosen, causing the Guide to return itself again and again. Under Sixth Edition rules, you need two Karmic Guides to get unlimited mana, because the target is chosen as soon as the Guide enters into play.

	Parajaa Scythe ART R 🐲	UZ
	During your upkeep, Scythe deals 2 damage to the creature with the lowest	tough-
	ness. You choose which one if there is a tie	
	Guickailver Amulet ART R ••• 🗰	μL
	Chose a creature card in your hand and put that creature into play	
	Ring of Gix ART R (1)	ŲL
1	Echo (), (): Tap target artifact creature. or land.	41.04
	HINA IN LINES	4th 5th
1	🏽 🐵 Do 1 damage to any target.	TH
	Ruby Medallion ART R 💀 🍩	TM
ł	Your red spells cost 🏶 less to play.	TM
	Sapphire Medallion ART R @	190
1	Your blue spells costs 🕼 less to play.	TM
1	Scalding Tongs ART R •• @	
1	During your upkeep, if you have three or fewer cards in your hand. Scalding	тинца
	dea s 1 damage to target opponent. Scranhean ART R • @	DI.
1	Scraphap ARI R • Whenever an artifact or enchantment is put into your graveyard from play, gain	
-	Scrott Rack ART R ****	TM
1	. Choose any number of cards in your hand and set those cards asid	e Put
i	an equal number of cards from the top of your library into your hand Then	out the
i	cards set aside in this way on top of your library in any order	
i	Serpent Generator ARI R & LG.	CH,5th
:	. Put a Poison Snake token, a 1/1 artifact creature in play. If a Sna	aka
Ì	damages opponent, opponent gets 1 poison counter.	
;	Shaneshiller Al. Al.	,4th 5th
;	*any number from D to 6. Choose * when Shapeshifter is cast and during	each
i	of your upkeeps. */(7-*).	
i	Shifting Wall AC II *** 🍩	SH
;	Counts as a Wali Shifting Wall comes into play with X +1/+1 counters on	it 0/0
i	Skull Catapult ART U *** 🏶	IA,5th
i	Sacrifice a creature to do 2 damage to any target.	EV.
i	Skyshaper ART	EX
i	Sacrifice Ail creatures you control gain flying until end of turn.	UZ
-	Smokestack ART R ••• #	
-	During your upkeep, you may put a counter on Smokestack. During each playe	S
-	upkeep that player sacrifices a permanent for each counter on Smokestack.	.4th.5th
-		Attriviti
	Ga.n 1 life when a creature is placed in the graveyard. ART II •	. EX
		· 43A
ŝ	Skip your discard phase. Sphere of Resistance ART R •• 🍩	EX
-	Al spells cost an adoitional 1 to play.	LA
10.1	Samer's Tay ART G (1)	TM
	Prevent 1 damage to any creature. Get it? Squeeze Toy? Groan.	
1000	and interest of a second and as second and a	

MAGIC SET ABREVIATIONS

	The second s	-	Accession of the second	No. of Street, or					
	Alliances Antiquities Arabian Nights Beta Limited Chronicles	EX FE 5th	The Dark Exodus Fallen Empire Fifth Edition Fourth Edition	IA IS L	<i>Homelands Ice Age</i> Limited (Alpha & Beta) <i>Legends</i>	PR R SH	<i>Mirage</i> Promo Revised <i>Stronghold</i> <i>Tempest</i>	UZ VS	Unlimited Urza's Legacy Urza's Saga Visions Weatherlight

FOUND	NAME KIND CR RATING COST SETS FOUND
TM	Static Orb ART R @
nat ability of turn	Players cannot untap from than two permanents during their untap phases. Sword of the Chosen ARI R •• Sh Sh
JZ	Target legend gets +2/+2 until end of burn Tawnos's Weaponry ART U AQ 4th,5th AQ 4th,5th AQ 4th,5th AQ 4th,5th AQ 4th,5th
Srl eatures in	may choose not to untap Weaponry during untap phase.
, R,4th 5th	Tap a creature you control: Telethopter gains flying until end of turn. 3/1. Temporal Aperture ART R •• W UZ
creature,	Shuffle your library and reveal the top card Until end of turn as long as that card remains on top of your library, you may play the card as though it were
TM	in your hand without paying its casting cost.
	Hyang, Corrnes into play with 3 +1/+1 counters. (*), Remove a counter Put a 1/1 fying artifact creature Thopter token into pay Pay as a sorcery (*). Sacrifice a
-	Thopter. Put a +1/+1 counter on Squadron. Play as a sorcery O/O. Thran Lons ART R @ ul
n	Al permanents are coloriess Thran War Machine AC U •••• Echo Thran War Machine attacks each turn if able, 4/5
	Thran Weaponry ART R I J. Echo You may choose not to untap Thran Weaponry during your untap phase.
	Al creatures get +2/+2 as ong as Thran Weaponry remains tapped ART U U
	During your upkeep, you may add up to two coloriess mana to your mana pool This mana cannot be spent to play spells.
	Throne of Bone ART U •• IU,R4th 5th Gain 1 ife each time a back speil is cast. Use only once per spell. Thumbscrews ART R •• Image TM
	Thumbscrews ARI R •• W During your upkeep, if you have five or more cards in your hand Thumbscrews deals 1 damage to target opponent.
	Ticking Gnomes AC L I J. Echo Sacrifee Ticking Gnomes 'Icking Gnomes deals 1 damage to target
	creature or player. 3/3. Tieve Bomb ART R ••• 🗰 14, 5in
	Put a counter on Bomb during your upkeep (), Sacrifice Do X damage to each creature and player, where X is number of counters on Bomb
	Tertisre Chamber ARF R IM During your upkeep, put a counter on Chamber At end of your turn, Chamber deals 1
	damage to you for each counter on it. (*) (*) Remove all counters from Chamber. Chamber deas 1 damage for each counter on it to target creature.
14 A (- 14	Tracemogrifying Licid AC J •••• Counts as a Licid & Licid oses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an arti-
ltar	fact" You, may pay ∰ to end this effect. 2/2 Umbilicus ART R ∰ UZ
1.43	During each player's opkeep, that player pays 2 life or returns a permanent he controls to owner's hand
use	Urza's Armor ART U Whenever a source deals damage to you, that damage s reduced by 1.
the the	Urza's Avenger AC R •••
nder	untri end of turn. 4/4. Urza's Bauble ART U • 🐠 IA.5th IA.5th
rmic the	 Sachfice Look at a random card from opponent's hand Cantrip. Urza's Blueprints ART R ••• Ecto II Traw a card
iters	Volrath's Laboratory ART R ··· · · · · · · · · · · SH Choose a color and a creature type. · · · · · · · · · · · · · · · · · · ·
UZ	this token as a 2/2 creature of the chosen color and creature type Voltaic Key ART U ***
vest tough-	🛞 🚸 Untap target artifact. Wall of Junk AC U 🚥 🍩 UZ
bi. play.	Whenever Wall blocks return it to owner's hand at end of combat. 0/7 Wall of Spears AC C •• AQ,4th.5th
UL	First strike, counts as a wall. 2/3 Watchdog AC U I M Blocks if able if Watchdog is untapped, all creatures attacking you get -1/-0 1/2.
U,R,4th 5th	Wheel of Tortare ART R •• WLL During each of your opponent's upkeeps. Wheel of Torture deals 1 damage to that
TM	player for each card fewer than three in his or her hand. Whetstone ART R •• 🐲 UZ
TM TM	 Each player puts the top two cards of his library nto his graveyard. Winter Orb ARI R & L,J,R,4tn,5th
lding Tongs	Each player may only untao 1 land during his Untap phase.
UL gain 1 life.	Wirepat cannot attack or block if an enchantment is in play. 4/3. Weaden Sphere ART U BLUR,4th 5th
TM aside: Put	Gam 1 , ife for any green spell s cast. Jse only once per spell. K Gomes into play with 4 + 1/+1 counters. Remove a counter. Add one colorless
hen put the	ware by our mana pool. Play this ability as a mana source. O/O.
LG, CH,5th I Snake	Comes into play tapped. Add two colorless mana to your mana pool.
AQ,4th 5th iring each	BLACK
SH	Abandon Hope SOR
s on it O/O. IA,5th	Abyssal Horror SC R •• We want the chosen cards.
EX	Hying When Horror comes into play, target player discards two cards. 2/2. Abyssal Specter SC J RASS Into the second
UZ	Flyng Opponent damageo by Specter must discard a card of his choice 2/3 Animate Dead EN U IU,R4th,5th Bring a creature from any graveyard into play on your side with 1 power. If Animate
NAVELS K	Ashes to Ashes SOR U ••• (1) ••• DK.4th.5th
,U,R,4th,5th EX	Remove two non-artifact creatures from the game and take 5 damage Bad Meon EN R + + + + + LU,R,4th,5th
- EA	Al black creatures in play get +1/+1. Befoul SOR C & * UZ
TM	Destroy target land or nonblack creature. A creature destroyed this way cannot be regenerated this turn.
101	Bellowing Fiend SC R TM Fying Whenever Bellowing Fiend damages any creature, Berlowing Fiend deals 3 devices to that executed a portrol for and 8 devices to you 3/8
	damage to that creature's controller and 3 damage to you. 3/3 Bereavement EN U I UZ Whenever a green creature is put into a graveyard from play, its controller chooses
	And piscards a card
_	

DADAR	NAME
MARIA 16	Coffin Queen You may lea
The Gathering®	into play und becomes unt
	Commander G
Plavere Guide	When Comm not be blocks
Transers ource	Contamination During your a
NAME KIND CR RATING COST SETS FOUND	land is tappor Corpse Dance
Black Knight SC 11 •••• 👁 LUR4th.5th	Buybacx 🍩 I
Protection from white, first strike 2/2. Blight EL U ••	summoning st Corrupt
If target land is tapped, destroy it at end of furn	Corrupt deals You gain life
Sacrifice Blood Pet; Add 🏶 to your mana pool. 1/1.	Corrupting Lic
Blood Vassal SC C •• @ UZ Sacrif ce Vassal: Add @ t o your mana. poo 2/2.	that reads "E
Bog Imp SC C •• DK.4th 5th Fying 1/1. You won't find sever quips like this one in <i>Duelist</i> or <i>Scrye</i> .	black creature You may pay
Bog Raiders SC C ••• 🐲 UZ	Crazed Skirge Flying, Unaffe
Swampwaik. 2/2. Bog Rats SC C 🖤 DK.CH.5th	Crovax the Cu
Cannot be blocked by walls, 1/1. Bog Wraith SC U ···· @ D LU.R.4th,5th	Counts as a V upkeep, sacrif
Swampwak. 3/3. Quip is one of 11 four-letter Q-wards. Quoz is not one of them.	+1/+1 count Culling the We
Bone Shredder SC L & UL Flying: echo. When Shredder comes into play, destroy target nonartifact, nonblack	Sacrifice a cri
creature 1/1. Bottomless Pit EN U &	Cursed Flesh Creature gets
During each player's upkeep, that player discards a card at random. Bounty Hunter SC R •••••	Cursed Land Do 1 damage
. Put a bounty counter on target nonblack creature Destroy target creature	Dark Banishing
with any bounty counters on it. 2/2, Breach INS C •• @ . UZ	Bury target no Dark Hatchling
Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.	Flying When I Dark Ritual
Breeding Pit EN U +++ . 🐲 🏶 FE,5th	Add C C C Darkest Hour
Put a O/1 Thrull token in p ay at the end of each of your turns. Pay 🏶 🏶 during, upkeep or bury Breeding Pit.	All creatures a
Brink of Madness EN R ••• @ • UL During your upkeep, of you have no cards in hand, sacrifice Brink of Madness and	Darkling Stalke
target opponent discards h.s or her hand.	Dauthi Cutthro Shadow:
Bury target non-artifact attacking creature and put into play a black creature with	Dauthi Embrac
power and toughness equal to target creature. Bury token at end of turn. Brush with Death SOR C ••• @ D SH	Bauthi Ghoul
Buyback & . Target opponent lases 2 life, You gain 2 life. Cackling Fiend & C	Shadow, Whéi put a +1/+1
When Fiend comes into play, each of your opponents discards a card. 2/1.	Dauthi Horror Shadow. Dauti
Cannibalize SDR C SH Choose two target creatures controlled by any one player. Remove one of those	Dauthi Jackal
creatures from the game and put two +1/+1 counters on the other. Carnophage SC C •••• • • EX	Shadow, 🏶 4 Dauthi Maraud
During your upkeep, pay 1 life or tap Carnophage. 2/2.	Shadow, 3/1. Dauthi Mercen
Carrion Ants SC J @ L6,4th,5th	Shadow. 🏟
Carrion Beetles SC C Carrion Beetles UZ Carrion the game up to three target cards in one graveyard, 1/1.	Dauthi Mindrip Snadow Sacri
	cards. Lise on
	ADC

the game of to the target calls in the graveyary. 171,	cards. Lise only when Mindripper's attacking a
o cutaget gell for	ABOS memorie Softh issues to take favorite a Softh issues to take favorite a Softh issues to take favorite a First stor aiways is crappy a ting them why we them to is cross-con 'ilaces an blast to issues to take favorite a ting them why we them to is cross-con 'ilaces an blast to issues to take favorite a ting them why we them to is cross-con 'ilaces an blast to issues to take first stor aiways is cross-con 'ilaces an blast to issues 'ilaces an 'ilaces an blast to issues 'ilaces an 'ilaces an 'il
SC R - TM refile and target creature from the game. That creature's counter this ability use this ability only if Carronette is SC C - EX Gazaros a card. Play this ability only if Carronette EC C - IA.5th is ont blowed you may have to deai no damage and to discard a card at random SC D - TM genrets this creature. T/1 SDR C - VS. TM hand and make him discard a card of your choice.	Dauthi Slayer SC C C Shadow. Each turn, Dauthi Slayer attacks if able Dauthi Trapper SC U Φ. Target creature gains shadow until end of t Dauthi Marlord SC U Shadow. Has power equal to the number of treat preserves to the number of treat preserves is dealt damage, testroy extend this turn. SC Death Pits of Rath EN R Snadow. How preserves to the number of treat preserves is dealt damage, testroy extend this turn. SOR C Death Strake SOR SOR C Destroy target capace creature east form your preserves to the strake SOR C Death Strake SOR SOR C Bastroy target capace creature east form your preserve Bastroy target capace creature east form your preserve Bastroy target capace creature east form your preserve

 Cartienette
 SE
 R
 TM

 Contributer
 Remove Damonette and sarget creature from the game. That creature's contributer may pay to counter this ability. Les this ability only if Cartonette is in your greater and the second secon EX

Change the con target permane case, mp, maint ability of target

MARIC FART

offin Queen SC R @ .	TM De
You m,ay leave Queen tapped. 🏶 👁 Put target creature from into play under your control. Remove creature from the game if C	
becomes untapped or if you use control of Coffin Queen. 1/1	
when Commander Greven il-Vec SL R •••• @@@@@ When Commander Greven il-Vec comes into play, sacrifice a crea	ture. Greven can-
not be blocked except by artifact creatures and black creatures. /	
ontamination EN R 💀 🍘 👁	UZ Di
During your upkeep, sacrifice a creature or sacrifice Contamination	
land is tapped for mana, it produces @ instead of its normal type	
nrpse Dance INS R •••• @ .	TM .
Buyback @ Put top creature from your graveyard into play. Creature summoring sickness this turn and is removed from the game at end of	
SOR C @@	117
Corrupt deals 1 damage to target creature or player for each swai	np you control.
You gain life equal to the damage dealt.	
orrupting Licid SC U 🗶 👁	SH Di
Corrupting Licid loses this ability and becomes a creature that reads "Enchanted executive assert he blocked event he additional"	
that reads "Enchanted creature cannot be blocked except by artifa black creatures" instead of a creature Move Corrupting Licid onto	
You may pay to end this affect. 2/2.	terger oromatics
azed Skirge SC U 🏶 🏶	UZ 🕴 Dn
Flying. Unaffected by summoning sickness, 2/2.	
ovax the Cursed SL R 🚥 🍩 🏶	SH Dn
Counts as a Vampire. Comes into play with four +1/+1 counters. C	
upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, o	
+1/+1 counter from Crovax, 🏶: Crovax, gains flying until end of tu Llling the Weak MS C 🚥 🏶	EX Du
Sacrifice a creature: Add	
irsed Flesh 🛛 🗄 🗄 🖉 🗰 🖤	EX 🗄 Du
Creature gets 1/-1 and can only be blocked by artifact and black	
irsed Land EL U 💀 🍩 🏶	L,U,R.4th,5th Ea
Do 1 damage to controller of target land during upkeep. Irk Banishing INS C	IN NOTH
urk Banishing INS C •••• 🐲 Bury target non-black creature.	IA,MG,TM En
rk Hatchling SC R ••••	UZ En
Flying When Hatchling comes into play, bury target nonblack creat	
rrk Aitual MS C **** 🌒 L,U,R,	4th, IA MG, 5th, TM 🚦 En
Add The sour mana pool.	110
irkest Hour EN R •• 🐢	UZ -
All creatures are black. Irkling Stalker SC C 🕸 🏶	TM
 Regenerate Stalker. Stalker gets +1/+1 until end of turn 	
uthi Cutthroat SC U 🏶 🏶	EX
Shadow: 🕸 🏶 🗶 Destroy target creature with shadow. 1/1.	Err
uthi Embrace EN U 🚥 🍩 🏶	TM
Target creature gains shadow until end of turn.	Evi
uthi Ghoul SC U *** Shadow. Whénever any creature with shadow is put into any grave	vard from play. Evi
put a +1/+1 counter on Dauthi Ghoul, 1/1.	yatu notti piay,
uthi Horror SC C ••• 🐲	TM Evi
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.	
uthi Jackal 🛛 SC 🛛 🚥 🍩	EX Evi
Shadow, Sacrifice Jackal Destroy target blocking creature.	
uthi Marauder SC C @ # Shadow, 3/1.	TM Ext
uthi Mercenary SC U 🐲	TM Ex
Shadow. @ Dauthi Mercenary gets +1/+0 until end of turn.	
uthi Mindripper SC L •••• 🚳 🏶	TM Ext
Snadow Sacrifice Dauth Mindripper. Defending player chooses and	
cards. Lise only when Mindripper is attacking and unblocked 2/1	Fal

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· · · · · · · · · · · · · · · · · · ·	Reference a state on target creature
NIS DI GALLET DI LEO	Flesh Reaver SC U @@ UZ
	Whenever Reaver successfully deals damage to a creature or opponent, Reaver
MENTAL LALAT Ab,	deals an equal amount of damage to you, 4/4.
nories. In honor of our	Fog of Gnats SC C ••• •
issue, we've decided	Flying 👁 Regenerate Fog of Gnats. 1/1 Foul Imp SC C 👁 SH
take a look at our	Flying. When Foul Imp comes into play, ose 2 ife, 2/2
	Frozen Shade SC C ••• @ LR.4th.5th
rite old-time combos.	+1/+1 until end of turn, D/1.
t stop? The 'laces. We	Fugue SOR U 🚥 🐲 EX
ays knew they were	Target player chooses and discards three cards.
nny and we hated get-	Funeral March EC C •• 🕸 🏶 🗣 HL.6th
them as rares: that's	When target creature leaves play, that creature's controller must sacrifice a crea-
	tore. Ignore this effect if he controls no other creatures.
we decided to put	4/2.
n to good use, and the	Glaam EN U 🐲 LUR.4th.5th
is-counterblast deck,	White spells and white enchantment costs new require an extra .
d with red and blue	Gravedigger SC C 💀 🌒 🗣 TM
es and blasts, was a	When Gravedigger comes into play you may return target creature card from your
	graveyard to your hand 2/2 Grave Pact EN R 🏵 👁 👁 SH
t to play.	Whenever any creature you control is put into any graveyard, each other player
	sactifices a creature.
	Greater Werewolf SC C ## HL5th
•• 🐠 ŤM	After combat, put a -D/-2 counter on all creatures that blocked werewolf, 2/4.
ks if able. 2/2.	Grotlub SC C 👁 👁 EX
•• 🐲 Sh	For each 1 damage dealt to Grollub, each opponent gains 1 life, 3/3.
end of turn. 1/1.	Hatred INS R INS R EX Pay X life: Target creature gets +X/+D until end of turn
er of creatures with shadow in play. */1.	Hecatomb EN R •••• W ***
••• BOD IM	Sacrifice four creatures when Hecatomb comes into play, 🐲: Tap a swamp you
, destroy it. That creature cannot be regen-	control to have Hecatomo dea; 1 damage to any target.
	Hollow Dogs SC C 🚥 🏶 👁 UZ
•••• 🗣 SH	Whenever Dogs attacks, it gets +2/+D until end of turn. 3/3.
	Nowi from Beyond INS C ** LUR4trA5tr Target creature gains +X/+O until and of turn.
••• 🕸 🗣 . EX rour graveyard to your hand.	III-Gutten Gains SOR R •••• @@@ UZ
•••	Remove III-Gotten Gains from the game. At players discard their hands, then each
Louis Inden	player puts up to three cards from his or her graveyard into his or her hand.
IC DATA	C CONTROL IN THEORY AND A DATE
IL LAIA	C=COMMON U=UNCOMMON R=RARE
T 🔹 BLACK 💿 BLUE 🧉	GOLD GREEN GREEN CWHITE LAND
EA Enchant Artifact EN	Enchantment INT Interrupt SC Summon Creature
	Finchant World LL Legendary Land SL Summon Legend
	S Instant MS Mana Source SOR Sorcery

TM			,5th
rard		Your black spels cost an additional 🏶 4/4 Despondency EC C 🚥 🏶 🟶	117
		Enchanted Creature gets 2/-0. When Despondency is put into a graveyard fro	
TM		play, return it to owner's hand.	
can-	1	Diabolic Edict INS C •••• 🕸 🏶 Target player sacrifices a creature.	ĩM
UΖ		Diabolic Servitude EN U •••• 🐲	UZ
a		When Servitude comes into play choose target creature in your graveyard and	
it. TM		It into play. When the chosen cleature is put into a graveyard, remove the crea from the game and return Servitude to owner's hand. When Servitude leaves p	ture lav
by	-	remove the chosen creature from the game.	
ΰZ		Discordant Dirge EN R @@@@	υZ
itrol.		During your upkeep you may put a verse counter on Discordant Dirge A fice Dirge:ook at target opponent's hand and choose and discard up to X of	al-
00		those cards, where X is the number of verse counters on Dirge,	
SH int	1	Disturbed Burial SOR C I Buyback I Return target creature from your graveyard to your hand.	TM
and		Drain Life SOR C •••• 🕸 LUR4hM	1.5th
ure.	1	Do 1 damage to target for each @ spent above casting cost. Gain 1 life for each	
UZ	-	damage done. You, cannot gain more ufe than target's current toughness. Dread of Night EN L	TM
	-	All white creatures get -1/-1.	
SH		Destroy X target nonblack creatures. Draw X cards	TM
		Drudge Skeletons SC C •••• @ Drudge Skeletons	.5th
rv		Regenerates 1/1	-
ЕX		Dungeon Shade SC C ••• *** Rying * Dungeon Shade gets +1/+1 until end of turn, 1/1.	SH
ЕX		Duress SOR C ••• .	UZ
Cal.		Look at target opponent's hand and discard a noncreature, nonland card there.	1127
ı,5th		Eastern Paladin SC R ••• @ ••	UΖ
i,TM		Endless Scream EC C ••• 🐲 👁	TM
IJΖ		Enchanted creature gets +X/+0. Enfeeblement EC C •••	TH I
UL.		Enfeeblement EC C ••• I MG Enchanted creature gets -2/-2.	116
n,TM		Engineered Plague 👌 EN 🛛 🏎 🏽 🏶 🌚	μĻ
UZ	1	When Engineered Plague comes into play, choose a creature type. All creatures the chosen type get -1/-1	tot
		Entropic Specter SC R 💀 🚳 🏶 👁	EX
TM		Flying, Entropic Specter has power and toughness each equal to the number of	
EX		cards in target opponent's hand. If Entropic Specter damages any player, that player chooses and discards a card, */*.	
714		Erg Raiders SC C ••• 🕸 AN.R.4tr.	5th
ΤM		Take 2 damage at and of turn if Erg Raiders don't attack 2/3. Evil Eye of Orms-By-Gore SC U •• **	5th
TM		Your creatures may not attack, except for Evil Eyes. May only be blocked by walls.	3/6.
ay,		Evil Presence EL U •• 🔹 LU.R.4th	5th
ŦM		Targët land is now a basic swamp. Evincar's Justice SOR C •• 🐲 👁	TM
	-	Buyback 🐲 Evincar's Justice deals 2 damage to each creature and player.	
ЕX	1	Eviscerator SD R I The SD R SD R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R B R	UL
TM	10411	Exhume SOR C •••	UZ
-		Each player chooses a creature card in his or her graveyard and puts it into pla	
TM		Expunge INS C Bury target nonartifact, nonblack creature. Cycling 🐲	υZ
TM		Extinction SOR R *** 🏶 🏶	TM
ree		Destroy all creatures of any creature type of your choice. Fallen Angel SC L ···· · · · · · · · · · · · · · · · ·	5.4m
		Fallen Angel SC L ••• I the LG,CH, Sacrifice a creature: Failen Angel gains +2/+1 until end of turn, 3/3.	UUI
		Fear EG G ••• 👁 L. R.4th,IA,	5th
		Unly black or artifact creatures may block target creature Fevered Convulsions EN R ***	TM
	****	Put a -1/-1 counter on target creature	
and the second		Flesh Reaver SC U I We Whenever Reaver successfully deals damage to a creature or opponent, Reaver	UZ
		deals an equal amount of damage to you, 4/4.	
		Fog of Gnats SC C ••• • •	UL
		Flying ••• Regenerate Fog of Gnats. 1/1 Foul Imp 8C & •••	SH
		Flying, When Foul Imp comes into play, use 2 ife, 2/2	
		Frozen Shade SC C ••• @ LR4th, * +1/+1 until end of turn, D/1.	bth
a state	-		ЕX
		Target player chooses and discards three cards. Funeral March EC C ••	ith
and a	-	Funeral March EC C When target creature leaves play, that creature's controller must sacrifice a creature is a creature in the sacrifice and the sacrifi	
and and		ture. Ignore this effect if he controls no other creatures.	
		Giant Cockroach SC C •• @ @	UL
		Gloom EN U **** @ LU.R.4tb.!	ōth
	-	White spells and white enchaptment costs new require an extra . Gravedigger SC C ••	nu -
		Gravedigger SC C •• Image: When Gravedigger comes into play you may return target creature card from you	EM IGE
and the second	-	graveyard to your hand 2/2	
and the second		Grave Pact EN R @ @ @ @ @ Whenever any creature you control is put into any graveyard, each other player	SH
	-	sacrifices a creature.	
ŤF4	****	Greater Werewolf SC C *** ***	oth
TM	10.020	After combat, put a -C/-2 counter on all creatures that plocked werewolf, 2/4. Groflub SC C @#	ЕX
SĦ	""""""""""""""""""""""""""""""""""""""	For each 1 damage dealt to Grollub, each opponent gains 1 life, 3/3.	
EX	1000	Hatred INS R Pay X Nife: Target creature gets +X/+D until end of turn	EX
		Hecatomb EN R ••• 🕸 🟶 🐘	ith
M	10000	Sacrifice four creatures when Hecatomb comes into play. 🏶: Tap a swamp you	
en-		control to have Hecatomo dea. 1 damage to any target. Hollow Dogs SC C 🕷 👁	UZ
SH	-	Whenever Dogs attacks, it gets +2/+D until end of turn. 3/3.	
EX		Howi from Beyond INS C ** LUR4thA! Target creature gains +X/+O until and of turn.	oth
-μ./,		III-Gotten Gains SDR R •••• 🐲 👁	JZ
5th		Remove III-Gotten Gains from the game. At players discard their hands, then each	
		player puts up to three cards from his or her graveyard into his or her hand.	
_	1		-
		C=COMMON U=UNCOMMON R=RAR)

KIND CR RATING CONT

SETS FOUND

MAGIC FACT We know that the Magic R&D team loves to use anagrams in card names. But did you know that Mirage's Mangara is	MAGIC
an anagram of "anagram"?	ARTIFACT
120 INQUESTGAMER 50	ART Artifact AC Artifact Creature CR Current Rarity

INT	Interrupt	SC
LL	Legendary Land	SL
MS	Mana Source	SOR

NAME KIND CR RATING COST SETS FOUND	NAME
Imp's Taunt INS U •• 🕸 🗣 TM	Order of Yawgmoth
Buyback (), Target creature attacks this turn if able. Initiates of the Ebon HandSC C ••• • FE 5th	Order cannot be block damage to a player, th
Add to your mana pool. Bury Initiates if more than I is spent this way in one turn. 1/1.	Look at target oppone
 Keeper of the Dead SC: U EX <li< td=""><td>discards that card. Paralyze</td></li<>	discards that card. Paralyze
controller has at least two fewer creature cards in his or her graveyard than you have in yours 1/2	Tap target creature. T may spend 🏶 to unt
Kezzerdrix SC R CM TM First strike. During your upkeep if your opponents control no creatures, Kezzerdrix	Parasite Bond During upkeep of ench
ideals 4 damage to you, 4/4. Kjeldoran Dead SC C •••• (A.5th	Perish Destroy all green crea
You must sacrifice a creature when Dead comes into pray. Regenerate. 3/1 Knight of Dusk SC U TM	
Destroy target creature blocking Knight of Dusk 2/2.	STL
Protection from white 👁 +1/+0. 🖝: First strike 2/1	
Krøvikan Fetish EC C •••• 🐲 IA.5th Target creature gets +1/+1. Cantrip.	
Lab Rats SOR C ••• SH Buyback (). Put a 1/1 black rat token into p.ay	
Leeching Licid SC L ••• TM C L of uses this ability and becomes a creature enchantmentthat reads "Dur-	N N
ing the upkeep of enchanted creature's controlier, Licid deals 1 damage to that player" instead of a creature. You may pay 🌑 to end this effect. 2/2	2
Leshrac's Rite EC U •• IA, 5th Enchanted creature gains swampwalk.	
Living Death SDR R Set aside all creature cards in all graveyards. Then, put each creature that is in play	10
into its owner's graveyard. Then, put each creature card set aside into play. Looming Shade SC C C UZ	
 Shade gets +1/+1 until end of turn 1/1. Lord of the Pit SC R •••• (1) Constant 	aritenii N.
Rying trample During your upkep, saorifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you 7/7.	Dras discr land
Lost Soul SC C •• 🖤 🗣 LG.4th.5th	Alon
Swampwak. 2/1 Lurking Evil EN R UZ Uztaing Evil Evil Lower Addates with Base that equate an Alforement	exan
Pay haif your life: Evil becomes a 4/4 creature with flying that counts as a Horror Lurking Skirge EN R ••• @ UL	
When a creature is put into one of your opponents' graveyards, Skirge becomes a 3/2 creature with flying that counts as an imp	
Maddening Imp SC R •• @ TM Figing @ All non Wall creatures target opponent controls attack this turn if able.	no cards in
At end of turn destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1	cards I dra
Mana Leech SC U •• @ UZ You may choose not to untap Leech @ Tap target land. As long as Leech remains	iar's mana a
tapped, that rand does not untap during its controller's untap phase, 1/1. Marsh Lurker SC C •• @ • TM	Under H
Sacrifice a swamp. Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2	there is a '
Megrim EN U •• SH Whenever any opponent discards a card, Megrim deals 2 damage to him.	between dra
Mind Maggets SC J ••• ® EX When Maggets comes into play discard any number of creature cards. For each	Edition, no, abilities du
card discarded this way, put two +1/+1 counters on Maggots 2/2.	uniess an e
Buyback . Target player chooses and discards a card.	Persecute
Target player must discard a card. Draw a card at the beginning of the next turn.	Choose a co.or. Loo) Pestilence
Look at a player's hand and make him discard X cards of your choice.	At the end of each t lence deats 1 damar
Mindstab Thruil SC C •• I • • FE, 5th if Thruil attacks and is not blocked you may have it deal no damage and sacrifice	Phyrexian Broodling
it to force the defender to discard three cards. 2/2. Mindwarper SC R •• • • SH	A Sacrifice a creating phyrexian Debaser
Cornes into play with three +1/+1 counters Remove a +1/+1 counter; Target p ayer chooses and discards a card. Play this ability as a spropy. O/D.	Rying Sacrifice Phyrexian Defiler
Mindwhip Sliver SC U •• @ • TM Each Sliver gans "@, Sacrifice this creature: Target player discards a card at	Phyrexian Denounce
random. Play this ability as a sorcery." 2/2. Minion of the Wastes SC R ***	Sacrifice: Targe Phyrexian Ghoul
Trample When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness each equal to that amount. */*	Sacrifice a creature Phyrexian Plaguelor
Morgue Thruli SC C •• SH Sacrifice Thrulil. Put the top three cards of your library into your graveyard 2/2	 Sacrifice Targe Target creature gets
Mortuary EN R ••• C SH Whenever any creature is put into your graveyard from play, put that creature on	Phyrexian Reclamat Pay 2 life R
top of your wherey. SC C •• DK the State of	Pit Imp Flying. 🐡: Pit Imp
If Murk Dwellers attack and is not blocked, it gains +2/+0 2/2. Nausea SOR C •• EX	Fit Scorpion
All creatures get -1/-1 until end of turn.	If Scorpion damage Pit Spawn
If Necrite attacks and isn't blocked, you may have it deal no damage and sacrifice	First strike. During y damages any creat.
t to bury a target creature control.eo by the defending player. 2/2. Necrologia INS U EX EX	Plague Beetle Swampwaik, 1/1,
Play Necrologia only during your discard phase. Pay X life: Draw X cards. Necropotence EN R IA.5th	Plague Rats Power and toughne
Sk p your draw phase 🏶 Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.	Plaguebearer South Destroy 1
Nether Shadow SC R •• CLUR.4th,5th If three creatures are above Shadow In graveyard, it can return to play during con-	Planar Void Whenever a card is
traller's upkeep Unaffected by summoning sickness 1/1 Nightmare SC R ••• 🔊 🗣U.R.4th,5th	Pox
Flying Power and toughness equal number of swamps controller has. "/". No Mercy EN R & O UL	Each player sacrific their hand; then the
Whenever a creature successfully deals damage to you, destroy it No Rest for the Wicked EN U I UZ	fice 1/3 of their lar Priest of Gix
Sacrifice No Rest. Return to your hand all creature cards put into your graveyard	When Pnest of G ₂ x Rabid Rats
from play this turn, Oath of Ghouls EN R •••• @ • EX Ducing page playmage unseen if there are more creative parts in that playor's	Target blocking Rag Man
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature and from big arcument to bit name.	creature, if any are
card from his graveyard to his hand. Oppression EN R •• * * *	Rain of Filth Each land you cont
Whenever a player successfully casts a spell, that player discards a card,	Rain of Tears

NAME KIND CR RATING COST SETS FOUND	NAME KIND CR RATING COST SETS FOUND
	Raise Dead SDR C C.U.R.4th.5th Bring a creature from your graveyard into your hand.
Order cannot be blocked except by black or artifact creatures. Whenever Order deals damage to a player, that player chooses and discards a card. 2/2.	Rank and File SC U 🚥 🏶 🗣 🛛 👢 🖁
Ostracize SOR C Look at target opponent's had and choose a creature card there. That player	When Rank comes into play, al. green creatures get 1/1 until end of turn 3/3. Rats of Rath SC C •• @ TM
discards that card.	Destroy target artifact, creature, or land you control. 2/1. Ravenous Skirge SC C •• The second sec
Tap target creature. Target creature doesn't untap as normal. Creature's controller	Flying, Whenever Skirge attacks it gets +2/+D until end of turn 1/F.
Parasite Bond EC U •• 🐲 UZ :	Put target creature card from any graveyard into play under your control. Lose life
During upkeep of enchanted creature's controller, Bond deals 2 damage to that player	equal to that creature's total casting cost. Rackless Spite INS J ***
Destroy all green creatures Those creatures cannot be regenerated this turn.	Destroy Iwo nonblack creatures. Lose 5 life. Reclusive Wight SC U @ UZ
	During your upkeep. If you control any other nonland permanents, sacrifice Wight. 4/4.
STUMPERS	Recurring Nightmare EN R •• @ • EX Sacrifice a creature Return Recurring Nightmare to owner's hand: Put target crea
	ture card from your graveyard into play. Play this ability as a sorcery Banned Reprocess SOR R
	Sacrifice any number of artifacts creatures and/or lands and draw a card for each
	one sacrificed this way. Revenant SC R & SH
P. Same	Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. */*.
	Sadistic Glee EC C TM Whenever any creature is put into any graveyard from play, put a +1/+1 counter
	on enchanted creature.
	Sanguine Guard SC U I UZ Frst strike III SC SC
EN MARKEN	Sarcomancy EN R •• TM Put a 2/2 black Zomb e token into play During your upkeep, if there are no Zom-
	bles in play, Sarcomancy deals 1 damage to you
Draw two cards, then choose and	Al, creatures you control get +1/+0 until end of turn.
discard two cards, then choose and lands.	Scathe Zombies SC C • @ LLU R.4th.5th
Alonvation was high in the actidenty	Screeching Harpy SC U ···· TM Flying & Regenerate Screeching Harpy 2/2
once students realized flunking their exams could kill them.	Sengir Autocrat SC R ••• 👁 HL,5th
Construction of the second	When Autocrat comes into piay, put three 0/1 black creatures into play. 2/2. Serpent Warrier SC C •• SH
	When Serpent Warnor comes into play, ose 3 ife 3/3 Servant of Velrath SC C • 🐲 TM
💶 I just cast Frantic Search, but there are	f Servant of Vo.rath leaves play, sacrifice a creature, 3/3
no cards in my hand. Can I discard the two	Two target creatures each get -1/-1 until end of turn.
cards I draw to activate the Skirge Famil-	Sicken EC C ••• UZ Enchanted creature gets -1/1. Cycling .
lar's mana ability?	Skeleton Scavengers SC R @ SH Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay @ for
Under Fifth Edition rules, yes, because	each +1/+1 counter on Skeleton Scavengers Regenerate Skeleton Scavengers
there is a "then" in Frantic Search's text	and put a +1/+1 counter on it O/O Skirge Familiar SC U •• 🖤 UZ
between drawing and discarding. Under Sixth	Flying Choose and discard a card. Add to to your mana pool 3/2 Skittaring Skirge SC C Other UZ
Edition, no, because you cannot use mana	Flying When you successfully cast a creature spell sacrifice Skirge, 3/2
abilities during the resolution of a spell unless as effect requires you to pay mana.	Fly ng Discard a creature card. Vampire gets +2/+2 until end of turn. 3/3.
alless av enert requires for to pay manur	Staughter INS J ••• CALL EX Buyback-Pay 4 ife Destroy target nonb ack creature That creature cannot be
Persecute SOR R ••• @ • UZ Choose a co.or. Look at target player's hand and discard all cards of chosen color	regenerated this turn Sleeper Agent SC R I VZ
Pestilence 🛛 C 🚥 🌚 👁 L.U.R.4th,5th, U/. :	When Agent comes into play, target opponent gains control of it. During your upkeep, Agent deals 2 damage to you 3/3
At the end of each turn, if no creatures are in play, sacrifice Pestilence. 🖤 Pesti- lence deats 1 damage to each creature and player.	Sleeper's Guile EC C 🐲 🖤 💷
 Phyrexian Broodlings SC C III Counter on Broodlings. 2/2. Broodlings 2/2. 	Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleeper's Guile is put into a graveyard from play, return Sleeper's
Phyrexian Debaser SC C @ UL Flying & Sacrifice: Target creature gets -2/-2 until end of turn. 2/2.	Guile to owner's hand Sorceress Queen SC R •••• @ D AN.R.4th,5th
Phyrexian Defiler 🔉 🛛 🚥 🎯 👁 🖤 💷	Target creature becomes 0/2 until and of turn, 1/1.
 Sacrifice Target greature gets -3/-3 until end of turn. 3/3 Phyrexian Denouncer SC C •• Important UL 	Pay 3 rfe: Put a +1/+1 counter on Souldrinker. 2/2.
Scriffce: Target creature gets -1/-1 until end of turn. 1/1. Phyrexian Ghoul SC C S S	Spike Cannibal SC U I So EX Comes into play with one ±1/+1 counter. When Cannibal comes into play, move
Sacrifice a creature Ghour gets +2/+2 until end of turn 2/2. Phyrexian Plaguelord SC R @ • • UL	all +-1/+1 counters from all creatures onto Cannibal 0/0 Spinal Graft EC C 🕸 🏶 TM
Sacrifice Target creature gets -4/ 4 until end of turn. Sacrifice a creature:	Enchanted creature gets +3/+3 if enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn
Target creature gets -1/-1 until end of turn: 4/4 Phyrexian Reclamation EN U •••• • • Ul	Soined Fluke SC U ••• 🐲 UZ
Pay 2 life Return target creature card from your graveyard to your hand Pit Imp SC C •• TM	When Fluke comes into play, sacrifice a creature Regenerate, 5/1. Stromgald Cabal SC R
Bying, ●: Pit Imp gets +1/+0 until end of turn. You cannot spend more than ●● in this way each turn 0/1	 Pay 1 life to counter a white spell 2/2 Stronghold Assassin SC R I SH
Pit Searcion SC C . •• 🐲 16,4th 5th	Secrifice a creature: Destroy target nonblack creature. 2/1.
If Scorpion damages opponent, opponent gets 1 polson counter. 1/1. Pit Spawn SC R ···· Counter to Div Counter	All other black creatures get 1/-1 4/3
First strike. During your Jpkeep, pay 🗬 🌑 or sacrifice Pit Spawn, if Pit Spawn damages any creature, remove that creature from the game 6/4	Subversion EN R •• ���● U. During your upkeep, each of yo⊾r opponents loses 1 life. Gain 1 life for each 1 life
Plague Beetle SG C •• . The UL. Swampwaik. 1/1.	lost this way. Swat INS C •• 🕸 🏶 🗣 . UL
🗄 Plaque Rats SC C 🔹 🍩 🖤 L.U.R.4th.öth 🗄	Destroy target creature with power 2 or less. Cycling 🍩
Power and toughness equal number of Plague Rats in play. */* Plaguebearer SC R	Whenever a creature comes into play, its control er sacrifices a creature or land.
State of the second	Terror INS C •••• Terror LU,R,4th,5th Bury target creature. Cannot target black or artifact creatures
Whenever a card is put into a graveyard, remove that card from the game. SDR R ••• @ • IA 5th	Tethered Skirge SC U •• @ UL Fly ng Whenever Skirge becomes the target of a speli or abinty, lose 1 life 2/2.
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in	Thrull Retainer EC U 🚥 🌒 FEbb
their hand; then they must sacrifice 1/3 of their creatures; finally they must sacri- fice 1/3 of their lands. Round each loss up.	Give target +1/+1, Sacrifice Retainer to regenerate the creature. Thrull Surgeon SC C ↔ 🐲 🖝 EX
Priest of Gix SC U ···· @ UZ UZ When Prest of Gix comes into play, add	@ e. Sacrifice Surgeon: Look at target player's hand and choose one of those cards. That player discards that card. Play this abuilty as a sorcery. 1/1
: Rabid Rats SE E 🐨 🐨 🔊	Torment EC C •• 🕸 SH
 Target blocking creature gets 17-1 until end of turn 171. Rag Man SC R Ø DK,4th,5th 	Enchanted creature gets -3/-0 Torture EC C •• 🐲 HL,5tn
Examine opponent's hand Opponent must randomly discard a creature, if any are in hand, 2/1.	Interpretation of the second seco
Rain of Filth INS U - UZ Each land you control gains "Sacrifice. Add 🌑 to your pool" until end of turn.	 Choose and discard a creature caro: Return target creature card from your graveyard to your hand.
Rain of Tears SOR U 🚥 🏶 🗣 🕅	Touch of Death SOR C 🐲 🖤 iA.5th
Destroy target land.	Do 1 camage to any player and gain 1 life. Cantrip.

		a and a second secon
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	The Gathering®	Barr
	Discore Cride	Ben Bind
	L'IGÀET2 ANTINE	1
	NAME KIND CR RATING COST SETS FOUND	Book
I	Treacherous Link EC U •• I •• UL Redirect to its controler all damage dealt to enchanted creature,	Bou
Ì	Unearth SDR C UL Choose target creature card in your graveyard with total casting cost 3 or less and	Brai [
	put that creature into play. Sycling 🏟. Unholy Strength EC C 🏶 L.U.R.4th,5th	Cap: Eata
	Target creature gains +2/+1 Unnerve SOR C •••• 🕸 🏶 UZ	C
	Each of your opponents chooses and discards two cards. Unworthy Dead SC C W - UZ	Chill
	♥ Regenerate, 1/1. Vampire Bats SC C ♥ LG,4th,5th	Cloa E
l	Flying. ● Give Bats +1/+0 ⊾ntil end of turn. Only ●● may be spent this way per turn 0/1	Clou
	Vampire Hounds SC C •• @ EX Choose and discard a creature card: Hounds gets +2/+2 until end of turn. 2/2.	Clou
	Vampiric Embrace EC U ••• Wenever a creature successfully	Cont
	deait damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.	Cont
	Vebuild SC R Cornes into play with one +-1/+1 counter on it. During your upkeep, you may put	Cora
	a +1/+1 counter on Vebuild When Vebuild attacks or blocks, destroy it at end of compat. 0/0,	2 Coor
	Victimiza SDR U ••• Choose two target creature cards in your graveyard. Sacrifice a creature and put	Cunt
	the two chosen creatures into play tapped. Vile Requiem EN U UZ	E
	During your upkeep, you may put a counter on Requiem. 🏶 🏶, Sacrifice	Curi e
	Requilem Destroy up to X target nonblack creatures, where X is the number of sounters on Requiem. These creatures cannot be regenerated this turn.	Curit
	Any player may pay 5 life during his or her turn to destroy Yolrath's Dungeon	Banc
	Choose and discard a card; Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.	ti
	Wall of Bone SC U CLU.R.4th,5th Regenerate Wall of Bone, 1/4.	Dand
	Wall of Souls SC U I SH Whenever Wall of Sours is dealt combat damage it deals an equal amount of	Dark
	damage to target opponent. 0/4. Warp Artifact EA R •• • • • LUR,4th,5th	N
	Do 1 damage to target artifact's controller during upkeep Weakness EC Q •• KU,R 4th,5th	
	Target creature cses -2/-1. Western Paladin SC R •••• @ •• UZ	
	Destroy target white creature. 3/3. Witch Engine SC R SC UZ	6
	Swamowaik. Adu Adu To your mana poo. Target opponent gains con- trol of Witch Eng ne 4/4	and a set of the
	Wretched, The SC R C.C.4,5th After combat, take control of all creatures b ocking The Wretched Lose control of	and a second
	such creatures if Wretched leaves play or your control. 2/5. Xenic Poltergeist SC R •••• @ • AQ.4th,5th	
	Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its origina abilities. This effect lasts	
	unta your next upkeep, 1/1. Yawymoth's Edict EN U 🕸 🏶 UZ	
	Whenever one of your opponents successfully casts a white spell, that player loses 1 life and you gain 1 life.	
	Yawgmoth's Will SOR R @ DUZ Until end of turn, you may play cards n your graveyard as though they were in	
	your hand. Cards put into your graveyard this turn are removed from the game. Zombie Master SC R ILU.R 4th,5th	
	Al zombies in play gain swampwalk and may regenerate for . 2/3	
	BLUE Market State State States	
	Academy Researchers SC L ••• @ UZ When Researchers comes into play, you may choose an anchant creature card in	
	Academy Researchers SC L S C L S C L LZ When Researchers comes into laky you may choose an enchant creature card in your here and put that enchantment into play on Researchers 2/2. Ather Stours No summan spalls may be cast. Anyone may pay 4 life to uny Storm. Ether Tide S C C FX	
		Defle
4	Discard X creature cards: Return X target creatures to their owner's hand. Air Elemental SC U @ • • L,J,R,4th 5th	Delus W
	Flying. 4/4. Annul INT C •• 🖝 UZ	Dism
	Counter target artifact or enchantment spell Anthroplasm SC R @ • • UL	Disru
	Anthroplasm comes into play with two +1/+? counters on it	Domi Ø
	Anti-Magic Aura EC C ••• I LG,5th Destroy all enchantments on target creature. Enchant creature cannot be targeted	re Cr
	by any other instants, sorceries, or enchantments,	Deas

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enchantment."		B	j P	weeks held an ex	
Azure Orake Flying. 2/4.	SC	1	***	*	LG,CH,5th

NAME	KINU	CH R	ATING	COST	SETS	FOUND
	EN					
Back to Basics	EN	R ••			-	UZ
Nonbasic lands do not unta Barrin, Master Wizard	an aruui SC	g ineir ci R ••		rs uniap 🏶 🏶 🕯		11Z
 Sacrifice a permanent 						UL
Benthic Behemoth		R				TM
Islandwalk 7/6	00	N		1. A. A. A.		1.00
Binding Grasp	FC	(۰		iA 5th
Pav 🏶 🏶 during upkeep					trol of target o	
which gains +0/+1.					e e en anger e	
Boomerang	INS	Ç	•		16,0	SH, MG, 5th
Return target permanent to	owner's	hand.				
Bouncing Beebles	SC	£ **		**		, UL :
Bouncing Beebles is unbio				r controis	s an artifact. 2	
Brainstorm	INS	£		۲		IA,5th
Draw three cards, then put						
Capsize	INS				p.	TM
Buyback 🏶, Return target						117
Catalog	INS	C ++		¢.		UZ
Draw two cards then choo Chill	se ano e FN	iliscaro a		é e		TM
Red spells cost an addition				6 . ex		[00]
Cloak of Mists	er sportu FC	iµiay. ∏: ∞∞		49.49		μz
Enchanted creature is unbl		u	-			UL
Cloud of Faeries	SC SC	6		(i) (i)		UL.
Fying When Faenes come					s. Cyclinn 🐲	
Cloud Spirit	SC	.C		() () () () () () () () () () () () () (or allowing allo	SH
Flying, Cloud Spirit can blo			s with fi	Ivina, 3/1	1	
Confiscate	EP	l)				UZ
You control enchanted perr	nanent.					
Contempt	EC	G ••		۵.		SH
If enchanted creature attac	ks, retur	n that cr	eature	and Cont	tempt to owne	r s hand
at end of combat.					· · ·	1
Coral Merfolk	SC	C •		**	'	UZ
2/1	-	~			1.11.07.075	14.52.714
Counterspell	INT	C	***		LURAI	LIA.5th,TM
Counter target speil as it is				10.42		EV.
Cupring	EC.	[++	nd area	www.other	ote or blocks	EX
Enchanted creature gets +	o/+ð. li	RUCUSU	ien clas	aure atta	igas of DIDCKS,	Sacanica
Cunning at end of turn. Curfew	INS	6				IJ7
Each player chooses a crea			and mit	tirne it tr	awnor's bone	
Curiosity	ÉC		anu i Bl	un son (l.	1 94(10) 9 19910	EX
If enchanted creature dama			ם וותע ל	nav riraw	a card	ι _ω
Bance of Many	EN	R an		iay aran Cale		K.CH.5th
Put a token creature in play			a duplic	ate of ta		
the token or Dance of Man						
ing upkeep or destroy Danc						
Dandan	SC	6			A	N.CH.5th
Islandnome 4/1						1
Dark Maze	SC	6 **		۲		HL,5th
🏶. Can attack this turn. A					from the game	Dark
Maze cannot attack the turn	ı it comi	es under	your c	entrol		-

NAME	KIND	CR	RATING	COST	SETS FOL	IND
Bream Prowler	SC	a				SH
Dream Prowler is unb ockal					tanking 1/5	211
Drifting Dijan	SC			10 au 10 au	abang. 170,	ΠZ
Rying. During your upkeep			r sacrifice	9 D,inn, 5/5,		
Duplicity	EN	15				TM
When Duplicity comes into	play pu	t the	top five o	ards of your al	brary face dow	n .
on Dupilisity, During your J the cards on Duplicity, At	pkeep, yi	eu m ví vici	ay exchar ir turn dir	ige all the card	is in your hand	1 for
of Dup tolky, put all cards o					And hose could	10
Enchantment Alteration	INS		no gibioj neje	1 C		UΖ
Move target enchantment fr		reatu	re to anot	her or one land	to another.	
Energy Field				۰ ک		UΖ
Prevent al damage dealt t	o you fro	m so	ICES YOU	do not contro	. When a card	IS
put into your graveyard, sa Energy Flux	EN EN		Field.	<i></i>	50 0 Au	Cat.
Each artifact requires @ (t be destroyed	AQ.R,4th	n,DJA1
Enervate	INS			(Do obstroyou		.5th
Tap target creature, land, c	ir artifact	: Can	trip.			10.01
Ephemeren	SC	17		***		ЕX
Flying. Choose and discard					hand. 4/4.	mir
Equilibrium	EN		****			EX
Whenever you successfully creature to owner's hand	cast a c	reatu	ire speil, y	ou may pay 🧃	IP TO RECUM CA	get
Ertai, Wizard Adept	SL	R	***			FΧ
Ertai Wizard Adept counts			***	Counter	taroet spell, P	
this ability as an interrupt.						
Ertai's Meddling			****			TM
When target spell is succe	ssitlik ca	ist, pi	ut X delay	counters on il	. X cannot be	0.
During each upkeap of that the speil has no delay cour				a ceiay celnie	er troim the spe	3.I. IT
Escaped Shapeshifter	SC		888	***		TM
As long as your opponent of			atures witi		shifter gains fly	
The same for first strike, tra					4	~
Evacuation	INS	11		***		SH
Return all creatures to own	ers' hant SOR					117
Exhaustion Greatures and lands target				🍩 🌑 at untan duriar	hin or hor no	UZ
Littap phase.	uhhnueu	t GUII		or north number	1 119 11 1181 118	AL
Fade Away	SOR	C		2		EX
For each creature, that crea						
Feedback				*	L,U,R,4th	,5th
Bo 1 damage to controller Fighting Drake						ты.
Flying, 2/4.	SC	ŧ١.	••	000		τM
Fleeting Image	SC	R				UL
Flying, 🏶 🌒: Return Imag						VI.
Flight	EC	C		۲	L,U,R,4th	5th
Target creature now has fly				-	Bir III	
Rood	EN	C		۲	DK,4th	oth
Fog Bank	ig creatul SC	18. 11 ·		**		UZ
Flying. Bank does not deal			nhat dama	ane 11/2		UL.
ging work and fut doal	0.00011	0 001	mat culli			



CO

Deflection	INT	R	****		IA,5tn
Target spell with one targe	t now	targets	a legal ta	irget of your choice.	
Delusions of Mediocrity	EN	"R	**	6 6	• UL
When Deusions comes into	play,	gain 10	life. When	Delus ons leaves play	lose 10 life.
Dismiss	INT	- U	****		· TM
Counter target spek. Draw	a car	d.			
Disruptive Student	SC		89		UZ
🔹: Counter target spel, ur	855	its caste	r pays an	additional 🗶. 1/1.	

- Counter target spel, unless its cester pays an additional
 1/1.
 DX
 Counter target spel, unless its cester pays an additional
 1/1.
 DX
 Counter target
 SC
 R
 Counter target
 Dx
 Counter target
 Dx
 Counter target
 Counter
 Counte ЕX 117
- Doose
- Counter target red speil. Drain Power SDR R ••• LUR 4th.5th Tap opponent's lands for mana and draw all mana in his poel into yours. Dram three cards. Choose two cards from your hand and put both on either the top Draw three cards. Choose two cards from your hand and put both on either the top
- or the total or your blazar or the total or your blazar Pream Halls EX R • SH Instead of paying the catching cost for a spell of any color, its easter may choose and discard card that shares at least one color with that spell if the spell has X in its casting cost, X is 0. Benned!

Forbid	INT	U			EX
Buyback-Choose and disc	ard two :	cards	Counter	r target spel	
Force Spike	INT	C.	**		LG.5th
Counter target speil unless	its cast	er sp	ends 🕸		
Forget	SOR	R	**		HL,5th
Target player discards two				two cards	
Frantic Search				۵ 🐌	UL
Draw two cards, then cheo					ip to three lands.
Fylamarid				۲	TM
Hying, Cannot be blocked I	by blue i	creat	ures. 🌘	Target crea	iture is blue until end
of turn. 1/3.					
Gaseous Form		C	**	*	LG,4th,5th,TM
Target creature neither dea					
Giant Crab			**		• TM
🖤 Until end of turn, Crab				of spells or	
Gilded Drake				۰ ک	UZ
Flying, When Drake comes					ike for target creature
one of your opponents con			ice Drake	. 3/3.	
Glacial Wall	SC	U	49	۰ ک	IA,5th
0/7					
Gliding Licid	SC	IJ	**		SH
 Ø: Gliding Licid løses 					
reads "Enchanted creature					
ento tarnet creature. You o	iav nav	伦 h	n end this	effect 2/2	

MAGIC FACT Sol Grail is an anagram of "gorillas." This is no MAGIC DATA C=COMMON U=UNCOMMON R=RARE coincidence, since there is a gorilla hidden in the artwork. 🏶 ARTIFACT 🗣 BLACK 🏾 BLUE 🥌 GOLD 🗣 GREEN 🗣 RED 🔾 WHITE 🗣 LAND EA Enchant Artifact EC Enchant Creature EL Enchant Land EN Enchantment EW Enchant World INS Instant SC Summon Creature SL Summon Legend ART Artifact INT Interrupt LL Legendary Land MS Mana Source 122 INDUESTGAMERSO AC Artifact Creature CR Current Rarity SOR Sorcery

NAME	IND CR	RATING	COST SE	TS FOUND
Read Milliolo	in it		~~	μz
Great Whale S When Whale comes into play	IC R Lintao up		🏐 🌑 ands. 5/5.	UZ
Hammerhead Shark	C C		(**)	SH
Shark cannot attack unless d Hermetic Study	ե և		() () () () () () () () () () () () () (UL
Enchanted creature gains "	n Deats 1 N U		target creature or p	payer." SH
If any spell is played, counter				
Hibernation I Return all green permanents				UZ
Homarid Warrier	SC C	**		FE,5th
Warrior may not be the rior It does not untap as nor	target of s mal during	pells or effe	ects until end of tun untan 3/3	n. Tap War-
Horned Turtle	SC C	00 -	(intup: 0) or or	TM
1/4. Herseshee Crab	SC C		<i>2</i> 0 4 0	υz
Intap Horseshoe Crab.	1/3.			
Huricyl's Recall Return all artifacts in play co	NS · R ntmlled by			AQ,R.4th,5th
Hydroblast	NT C	****	۲	IA,5th
Counter a spell being cast or Imaginary Pet	· destroy a SC R	red permai	nent if it's red. 🛞 论	UZ
During your upkeep, if you ha	ive a card i	n hand, reti	um Pet to your hand	1. 4/4.
Insight Whenever target opponent s.	EN U Innessfully		een snell draw a ca	TM
Interdict	INT U		۰	TM
Counter target artifact, creature Abilities of that permanent can	, erichantm not he nlavi	ent, or cand ed analo this	ability requiring an ac s turn. Graw a card	divation cost.
Intervene	INT C	**	•	UL
Counter target spel that targ Intruder Alarm	ets a creat EN R			SH
Creatures do not untap durin	g their cor	ntroliers' un	tap phases. Whenev	
ture comes into play, untap Intuition	all creature INS R	S.		TM
Search your library for any t	hree cards	and revea	them to target oppo	onent. He or
she chooses one Put that ca Shuffle your litrary afterward		ur hand and	d the rest into your	graveyard.
	SOR R	•••		LG,CH,5th
Caster and target player eac exchange control of them, th				ure and
Keeper of the Mind	SC U			EX
🌒 🏶 Draw a card Play t		only if targi	et opponent has at	least two
	SC U	•••		EX
Killer Whale gains flying	y until end SC U	of turn. 3/	5. 🏟 🏟 🏟	dε
King Crab (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)		on top of a		
Krovikan Sorcerer . D scard a card from you	SE C	eee d draw a ee	and if you discorded	IA,5th 1 a black
card draw 2 cards, keeping		scarding th		a blask
Labyrinth Minotaur Creatures blocked by Labyri	SC C		*	HL,5th
troller's next untap phase 1		ar uo not u	illah as lini ilai nuvi	
	EC C	ese Launob .e		JZ f from play
return Launch to owner's ha	nd	Louiton la	har men a Arakolar	
Leap Targët creature gains flying	INS C	ee fturn Dros	e a osrd	SH
Legacy's Allure	EN U			TM
During your upkeep, you ma Legacy's Aiture, Permanenth	ly put a tre	asure coun	iter on Legacy's Allu	ire. Sacrifice
than the number of treasure	counters	en Legacy s	s A ure	
Lagerdemain	SOR U	••• t ortifant or	erosture for contra	TM inf target
Permanently exchange cont permanent of the same type		L OF UNDER OF	Cleature for contro	i ui taiyet
Leviathan	SC R	ee two ondo		DK,4th,5th
Trample, Enters play tapped Leviathan, Sacrifice two isia	nds to atta	ck 10/10.	ε απιτιά προσφή το τ	ntráh
Levitation	EN U	**		UL
Al creatures you control ga Lifetap	n nyang. EN ll			L.U.R.4th,5th
Gain 1 life whenever oppone	ent taps a	forest.		IJZ
Liiting Refrain During your upkeep, put a c	EN U ounter on I			
Its easter pays an additional	X, where X	(is the nur	nber of counters on	Refrain, UZ
Enchanted and is an island	Cycling @			
Lord of Atlantis	SC R		* *	L.U.R.4tn.5th
Al Merfoik in play gain star Magical Hack	INT R	+1/+1. 2 **	₩. 	L,U,R,4th,5th
Change the text of a card b	eing playei	d or in play	by switching one b	asic land type
with another. Magues of the Unseen	SC R			IA.5th
turn If it is an artifact creat				
returns to its owner tapped				
Mana Breach	EN U		a and ha paatrole	EX.
When any player plays a sp Mana Leak	INT C	aybi (BGG)(2		SH
Counter target speil unless	its caster p	ays an ado	ditional 🍩	TM
Mana Severance Search your library for any	number of	land cards	and remove them f	
Shuffle your library afterwal				TM
Manta Riders Manta Riders gains fiyl			1/1.	1 M
Mask of the Mimic	INS U		۲	SH una cond and
Sacrifice a creature. Search put it into play Shuffle you	r library aft	iy tur ariy d Ierwards	solva, or rendler cuestr	
Mawcor	SC R		🛞 🐑 🐑	TM
Fly ng. 🏶 Mawcor deals 1 Meditate	lNS R		sature or player. 373	5. TM
Skip your next turn: Draw f	our cards.			
Counter target speli. Put th	INT C at spell on		🐠 🌒 wner's library,	HL,MG,5th
Merfelk Looter	SC C	**	40	EX
Draw a card, then cho Meriols of Pearl Trident	sse ano dia SC - C	Nani a can	a / .	L,U,R,4th,5th
1/1.				

NAME	KIND CR RATING COST	SETS FOUND	NAME	K	IND C	R RATINE	COST	SETS FOUND	
Mind E	omb SSR U 🚥 🌒	DK,4th,5th	Raven Fa	miliar		ij eee nto alau laal	at the ten f	UL and of your	
Do 3 card	damage to each player. Players may discard up to 3 card prevents 1 damage from Mino Bomb to that player.		library.	echo. When Familiar Put one of them into	your hai	nd and the n	est on the bo	ttom of your library	
Mind 8		Sił	Ray of Co			C		IA.MG.5th	
Mind I	ver Matter EN R •• @ • • • • • • • • • • • • • • • •	EX EX		arget creature contro eature is unaffected I				of it until end of	
Miroze	SC U •• 🚳 🌒	EA :	Rebound		INT	U 699	۰ ک	SH vour choice instead	
han	g. If Mirozel is the target of any spell or ability, return Miro 1, 2/3.		Rebuild	all artifacts to owners	INS			UL.	
Miscal Cou	culation INT C ••• 🗰 🕷 Cy nter target spell unless its caster pays an additional 🍩. Cy	ill. Voling 🍩.	Recall		SDR		***	LG,Ch,5th	
Mnem	mic Silver SC J ••• @ . Silver gains "@, Sacrifice this creature: Draw a card " 2.	IM		e X cards in hand to move Recall from gar	ne.		lon. dianekai		
Morph		· UZ	Recantat During	vour unkeep, vou má	v out a i	R 👓 counter on R	ecantation. (UZ Sacrifice Recan-	
	Morphing cannot be the target of spells or abilities until e	nd of turn.	tation	Return up to X target iters on Recantation	perman	ents to owne	ir's hand, wh	ere X is the number	
of t	Merphing gets +1/-1 until end of turn. (#): Morphling get im 3/3.	-	Reef Pira			C	() () () () () () () () () () () () () (HL,5th	I
Oath o Dur	f Schelars EN R •••• 🏶 🕏 ng each player's upkeep, if that player has fewer çards in 1	EX hand than target	and pu	ts it in his graveyard.	2/2.				
app Opport	onent, the player may discard his hand and draw three can	ds. UL	Reins of You an	d target opponent eac	h untap	R •••• and gain co	ntrol of all cri	satures the other con	
Tari	et player draws four cards.		trois ur Remove	itil end of turn. Creat. Soul		unaffected by C •••	y summoning P	LG,CH,5th	
C	TUMPER	9	Counte Rescind	r target summon spe.		C ••		UZ	
				arget permanent to ov	wher's h		0	UZ	,
		- And	Counte	r target spell. Untap u	up to fou			EX	
	No Mercy			ited creature cannot l	be the ta	rget of spe l	s or abilities.		
			Rootwate	i r Diver ionfice Rootwater Divi		l) •• n target artil	act card from	TM n your graveyard to	1
			your h Rootwate	and, 1/1 er Hunter	SC	6 ***		TM	4
			🗶 R	ootwater Hunter deals	1 dama	ge to target R •••	creature or p	ilayer, 1/1. TM	4
		\$ and	🗶 : G	an control of target o	reature a			as any enchantments	
	H A CASE			er Mystic	SC	C	۲	EX	(
	Enchanement		Reatwate	· Look at the top card er Shaman	SC	8 ***	2 🚯	TM	A
	Whenever a creature successfully	dente	You m Sandbar	ay p.ay creature encha Merfolik	antments SC	whenever yo	u could play	an instant. 2/2. U2	Z
	deals damage to you, destroy it.) 🏶 1/1	SC		**	UZ	,
	"We had years to prepare, while they had more minute."		Cycin	g 🌒 3/4.	SC	C ••		EX	
	-Kerrick, sloper sgem		During	your upkeep, pay 🎕) 🌒 ar s	acrifice Sch	ool of Piranni	a. 3/3.	
	 Islan, Mark Perlas event separation operation in West 		Scrivene When	Scrivener comes into	SC play yo	U 🚥 u may retur	n target insta	E) nt or interrupt card	
P	My opponent's only enchantmy	ent in play	Sea Mon		SC	C ••		TM	A
15	a No Mercy, and I attack him wi	ith Soltari	Monst Sea Serr	er cannot attack unle: I ent	ss defen SC	ding player o C •	controls any i ම ම	slands. 6/6. L,U,R,4th,5th	h
Vit	ionary. What happens if he does	n't block?		nome. 5/5.	SC		*	1A,5tt	h
	Both "successfully dealt" abil	lities trig-		1/+O until end of tu			4.4	H⊾,5tt	
ne.	r. Under Fifth Edition rules, the	Na Mercy	Flying	Protection from red	1/1.		***	FE,5th	
	es first and then the Visionary. U tion, the order is reversed, but			nome. 🏶: Gain contr				er controis an island.	
is	effectively the same; both are s	ent to the		se control of creature les untapped. You ma		Seasinger ta	aped 0/1		
-	aveyord.		Second During	Chance your upkeep, if you	EN have 5 li	R 💀 fe or iess, si	acrifice Seco	ul nd Chance and take	L
Palino	hren SC R •••• @@@	Lit.	an ext	ra turn after this one. Leviathan	SC	J		LG,4th,5th	h
Re	ng When Palinchron comes into play, untap up to seven la um Palinchron to owner's hand. 4/5.		Island Shadow	walk. 3/3	INS	G ••		TA	и
Pendr Fly	eli Drake SC C ••• 🕸 🌑 ing. Cycling 🐲 2/3.	. UZ	Targel	creature gains shade	w until a	end of turn. C ••	Draw a card.	Th	
Pendr	eli Flux EC C ••• @ * chanted creature gains "During your upkeep, pay this creati	UZ ure's casting cost or	Encha	ring Wings nted creature gains fi d Tell	ying. 🕷	Return Wi	ngs to owner		
Sal	rifice it." rine Drake SC U •••• 🕸 🏶	UZ	Each	player may choose an	n artifact,	creature, en	ichantment, i	or land card in his	٢
fly Fly	ng. When Peregrine Drake comes into play, untap up to fiv	a lands. 2/9. L.U.R.4th 5th	Sibilant	and put that permane Spirit	SC	R		IA,5ti	'n
í fly	ng. Pay 🏶 ouring upkeep or Phantasmal Forces is destro		Flying Sift	When Spirit attacks.		ng player m C •••	ay draw a cai	rd. 5/6. Si	H
Ta	get land switches to any basic land type chosen by caster.		Silver W	three cards, then cho wern	ose and SC	8		5	
F Iy	om Monster SC U •••• 🕷 🌑 Ing 3/3.	L.U.R.4th.6th	Flying	Target spell or re of your choice insti	abi ity, w	h:ch targets	only Silver V	Vyvern, targets anothe	
Pirate	: Ship SC R ++++ & Inchome. (\$): Do 1 damage to any target. 4/3.	L,U,R,4th,5th	Skyshro	u d Conder You cannot play Sky	SC	U •	۰ ک	Th	M
Porte Yo	nt SDR C ••• I may look at the top three cards of one player's library. Et	IA.5th ther shuffle that	anoth	er spell this turn. 2/2			an you have a		efa.
ıb	ary or put the cards back on top in any order Cantrip r Sink INT C •••• 🎕 🜑	JURATHAMGSINTM UZ		e text of a card being				L,U R.4th,IA 5t color word with another	C.
i Co	unter target spell unless its caster spends 🏶. Spell's cast			, the upksep of ench	anted cra				
Powe	na from lands and mana pool unity X is met. Taint EE C ••• *	UZ	sacrif	ces that creature. Wr Slow Motion to owne	ren Slow	Motion is p		reyard from play	
i los	ring the upkeep of enchanted enchantment's controller, the es 2 life. Cycling 🏶		Snep	n target creature to o	INS	C ••	to two land		JL
i Du	gnition EN R ••• 🕷 • ring your upkeep you may look at the top card of target of	IM pponent's library. You	Somnop	hore	SC	R ••		U target creature that	
m Prodi	iy then put that card on the bottom of his or her library.	L,U.R.4tn,5th	; playe	controls That creatu	re does	not untap di	ring its cont	roller's untap phase a	łS
Prana	Prodigal Sorcerer deals 1 damage to target creature or p manda	ilayar 1/1. TM	Soul Ba		EN	U	@ 0	A.5t	
: Ea	ch turn each creature cannot attack uniess its controller p		i may j	ay 🏶 to prevent thi	s damag	е,	casts a sumr	non spell. That player	
Psycl	that creature. ic Venom EL C •• 🐠 🌑	L.U.R.4th.5th	Spell Bl		INT	C	speil, 🏶	L.U.R.4tn,5th,Tl	M
Валя	2 damage to target land's controller whenever the and is ck SDR U •• IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	SH	Spindrif	t Drake . During your upkeep	SC	C	۲	sake, 2/1.	SH
Lo	ok at the top five cards of target player's library. Put any n the bottom of that library in any order and the rest on top	umber of those cards	Spire O	wł	SC	(••	۹ ک	U cards of your library	JZ
			and p	ut them back in any	order. 1/	1.	(une cop rour		
*			Stasis Playe	rs don't get an untap	EN phase. I	R 👐 Pay 🌒 durii		L,U,R,4th,5t bury Stasis	at
			1						

SETS FOUND

TARATA	NAME KIND CR BATING COST SETS FOUND	NAME KIND CR RATING COST SETS FOUND
	Turnabout INS U @ CC UZ Fap or unitap all artifacts, creatures, or lands target player controls.	Winged Sliver SC C •• 🐲 🕷 TM All Slivers gain flying. 1/1.
A Pasthering"	Twiddle INS C •• L,U,4th,5th Tap or Lintap any single land, creature, or artifact in play.	Wizard Mentar SC C ••• @ • UZ • Return Mentor and target creature you control to nwner's hand. 2/2.
	Twitch INS C •• TM Tap or untap target artifact, creature or land. Draw a card.	Zephid SC R •••• UZ Flying. Zephid cannot be the target of spells or abilities. 3/4.
Flavers Guide	Unstable Mutation EC C ••• AN.R.4th.5th Target creature gains +3/+3. Put -1/1 counter on creature during your upkeep.	Zephid Embrace EC U •••• @ • • UZ Creature gets +2/+2, gains flying, and cannot be target of spells or abilities.
NAME KIND CR RATING COST SETS FOUND	These counters remain even if Unstable Mutation is destroyed. Unstable Shapeshifter SC R @ C TM	Zephyr Fałcon SC C •••
Steal Artifact EA U ···· @ @ LUR4th,5th	Whenever any creature comes into play Unstable Shapeshifter vermanently becomes a copy of that creature and retains this ability. 0/1. Unsurmoren INS C	Zur's Weinding EN R Star's Weinding EN R EN R EN R Zur's Contemposities and the start of
Gain contro of target artifact. Steal Enchantment EE U •••• @ TM	Return target creature to its owner's hand.	may nav 2 life in fruce the nlaver in discard that card
Gain contro of target enchantment Stern Proctor SC U @@ UZ	Updraft INS U •• (A.5th Give target creature flying until end of turn. Cantrip Veil of Birds EN C •• (C) UZ	Acidic Silver SC U ···· @ SH
When Stern Proctor comes into p ay return target artifact or enchantment to owner's hand. 1/2	When one of your opponents successfully casts a spell, if Veil is an enchantment, Veil becomes a 1/1 Bird with fiying	Each Silver gains " . Sacrifice this creature: This creature deals 2 damage to target creature or payer." 2/2.
Stinging Licid SC U TM SC U TM SC C U	Veiled Apparition EN U - UZ When one of your opponents successfully casts a spell, if Apparition is an	Crystalline Sliver, SC U ••• • SH Slivers cannot be the target of spells or abilities. 2/2.
"Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to trat creature's controller instead of a creature. Move Stinging Licid onto target	enchantment, Appartian baconses a 3/3 Illusion with flying and "During your upkeep, pay To To actifice Appartition."	Draceptasm SC R TM Plying. When you play Dracoplasm, sacrifice any number of creatures. Comes into
creature. You may pay to end this effect. 1/1. Stroke of Genius INS R ••••• UZ Tracter plane down X code	Veiled Crocodile EN R •• Weine a player has no cards in hand, if Crocodile is an enchantment, Crocodile	pay with power equal to the total power of the sacrificed creatures and toughness equal to their total toughness. () Pracoplasm gets +1/+0 until end of turn, */*.
Target player draws X cards. Sunder Return all langs to owners' nands.	becomes a 4/4 Crocodile. Veiled Sentry EN U ····· 🖝 UZ	Hibernation Sliver SC U SH Each Sliver gains "Pay 2 life: Return this creature to owner's hand." 2/2.
Telepathy EN U •••• UZ Each of your opponents plays with his or har hand revealed.	When one of your opponents successfully casts a spell, if Sentry is an enchant- ment, Sentry becomes an Illusion with power and toughness each equal to total	Lobetomy SOR U ••• O TM Look at target player s hand and choose any of those cards other than a basic
Thalakos Beceiver SC R ••• SH Shadow Sacrifice Deceiver: Ban control of target creature permanently. Use this	casting cost of that spell Veiled Serpent EN U •• 👁 🕸 UZ	land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.
ability only if Deceiver is attacking and unalocked, 1/1. Thalakos Dreamsower SC U O TM	When one of your opponents successfully casts a spell. If Serpent is an enchant- ment, Serpent becomes a 4/4 Serpent that cannot attack Loless defending player	Ranger en-Vec SC U Rest TM First strike, Regenerate Ranger en-Vec. 2/2.
Shadow You leave Dreamsowar tapped. If Dreamsower damages any opponent, tap target creature. As long as Dreamsower remains tapped, that creature does not	Controls an island. Cycling (2) Vigiliant Brake SC (2) Flore (2) (1) (1) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2	Segmented Warm SC U Green TM Whenever Wurm is the target of a spell or ablity, put a -1/-1 counter on it. 5/5.
untap during its controller's untap phase. 1/1. Thalakos Drifters SC R 📽 🍽 EX	Flyng, 🍘 🕲 Untap Drake, 3/3. Yodalian Soldiers SC C • 🖤 🕸 FE,5th 1/2.	Selenia, Dark Angel SL R & Angel YM Flying, Counts as an Angel Pay 2 life: Return to owner's hand, 3/3, Sky Spirit SC U & TM
Choose and discard a card: Drifters gains shadow until end of turn. 3/3. Thatakes Merfolk SC C ••• 🐲 🐨 TM	Volrath's Curse EC C IM TM Enchanted creature cannot attack, block or play any ability requiring an activation	Flying, first strike, 2/2. Sliver Gueen SL R ***
Shadow. C. Put Tha.akos Merfolk on top of owner's Lbrary. 2/1. Thalakos Scout SC C ••• C ••• EX	post. That creature's controller may sacrifice a permanent to gnore this ability until end of turn. (1) * controller may sacrifice a permanent to gnore this ability until	Siver Queen counts as a Sliver Put a Siver token into play. Treat this token as a 1/1 colorlass creature, 7/7.
Shadow. Choose and olscard a card: Return Scout to owner's hand, 2/1,		Settari Guerrillas SC R @ + TM Shadow If Soltari Guerri as assigns combat damage to any opponent, you may
CLASSIC CON	ABOS	returect that damage to target creature. 3/2. Spined Silver SC 1J •••• @ SH
	and the shirt have been all the	If a Sliver is blocked, it gets +1/+1 until end of turn for each creature blocking it 2/2 Spontaneous Combustion INS U •• @@@@ TM
Mishrazati	Around the time of Ara-	Sacrifice a creature S. Combustion deals 3 damage to each creature.
	bian Nights, another	T: Target creature's power or toughness is 1 until end of turn. 3/3. Victual Silver SC U SH SH
	incredibly fun, yet annoy-	Each Sliver gains ", Sacrifice this creature: Gain 4 life." 2/2. Weed Sage SC R TM
	Shahrazad deck. The the-	T Name a creature card. Revea the top four cards of your library to all players. If any of those cards are the named card, put them into your hand Put the rest into your graveyard. 1/1
	ory was simple: Get your opponents embroiled in so	
1 197 - Carlo Lances	many subgames-within- a-subgame-within-a-sub-	Abundance EN R ···· @ • • UZ
Sorroury Payees must have game its progeties as it is and is the outs it in their physics is double with the sorrour	game that they'd just give	Instead of drawing a card, you may choose a land or non-and and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your
Alexandria Autoria and antice aportaneo antico entito Additiona prima anticamente affazzio. Witten adaganzaria mena, pilagrere skalifile rhene carrisi, entito antice antice antice aportaneo antice entito antice antice antice entito antice antice antice entito antice antice entitication antice antice entitication antice	up. Alternatively, Magic was still so new that	hand and put all other revealed cards on the bottom of your library in any order.
progravio, with any lower of subarane furthing his of law emissiving the porors, restanting down, Effects of the waver damage must be to use to be source	a base different same of us just enjoyed	Echo 2/4, Albino Trell SC U ••• IV UZ
ches loos 64.56c. The subgartie has no antice using less than have cardis may be receivary.	playing four-hour duels.	Echo. The Regenerate. 3/3.
illus, S Pagin Fuglin.		Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost. An-Harva Constable SC U • • • • HL5th
Thalakos Seer SC C 🌒 🕷 TM	Volrath's Shapeshifter SC R 🕶 🍩 🖝 SH	's the total number of green creatures in play 2/1+*
Shadow. If Tha akos Seer leaves pray, draw a card. 1/1. Thalakos Sentry SC C •• 🖤 🖤 TM	As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. (* Discard a card, D/1.	Svanpwalk, 3/3. Apes of Rath SC U ···· @ • TM
Shadow, 1/2 Theft of Dreams SOR C •• 🐲 🖝 EX	Walking Dream SC U •• SH Waiking Dream is unblockable. Walking Dream does not untap during your untap	If Apes attacks, it does not untap during your next untap phase, 5/4. Argethian Elder SC U •• ** UZ
For each tapped creature target opponent controls, draw a card, Thornwind Faeries SC C UL Former of Deal demonstrate control relation 1/1	phase if any opponent controls two or more creatures, 3/3. Wall of Air SC U +++ C LU,R,4th,5th	Urtap two target lands. 2/2. Argethian Enchastress EN R ••• UZ
Flying, Deal 1 damage to target creature or player, 1/1, Tidal Surge SOR C •• SH Tap up to three target creatures without flying.	Fying 1/5. Wall of Tears SC U @ ST SH If Wall of Tears blocks any creatures, return each of those creatures to owner's	Cannot be the target of speals or abilities Whenever you successfully cast an enchantment spell, draw a card. 0/1.
Tidal Warrior SC C ↔ SH SH SH SH SH SH SH SH SH SH	in wall of lears blocks any creatures, return each of block creatures to owner's hand at end of combat. 0/4. Walking Sponge SC U •••	Argethias Swine SC C @ UZ Transle, 3/3
Time Ebb SOR C •• TM Put target creature on top of owners library	Target creature .oses flying, first strike, or trample until and of turn. 1/1. Wayward Soul Sci C Xayward Soul SC C Xayward Soul	Argethian Werm SC R & UZ , Trample, When Wurm comes into play, any player may sacrifice a land to put brother Wurm on a councer lance set.
Time Elemental SC R @ LG 4th,5th @ Return target permanent to owner's hand Cannot target enchanted	Flying • Put Wayward Soul on top of owner's library. 3/2. Weatherseed Faeries SC C • UL	Aspect of Welf on top of owner's litrary. 6/6. Aspect of Welf EC R ••• LU.R.4th 5th Target gets +X/+X, where X is half the number of forests you control.
permanents Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks 0/2.	Flying, protection from red. 2/1. Whim of Volrath INS R ••• 🐞 TM	Aurocites Sol Constant and the instrument of interests you control.
Time Spirat SOR R ••••• **** UZ Remove Spira. from the game Each player shuffles his or her graveyard and hand	Buyback (#) Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.	Avenging Dravid SC C ··· @ · EX If Druid damages opponent, you may reveal cards from your library until you reveal
nte his er her library, then draws seven cards. You untap up to six lands. Banned! Time Warp SOR R ****	Whiptongue Frog SC C C EX 	a land. Put it into play and put all other revealed cards into your graveyard. 1/3.
Target payer takes an extra turn after this one Tinker SOR U •••• UL	Whispers of the Muse INS U TM Buyback S Draw a card.	At the beginning of each player's upkeep, untap al. creatures and lands. Bayon Dragently SC C •• TM
At the time you play Tinker sacrifice an artifact. Search your ibrary for an artifact it card and put that artifact lift play.	Wind Dancer SC U •••• Ø • TM Flying, @: Target creature ga.ns flying until and of turn. 1/1. Wind Drake SC C •••• Ø • TM	Flying: swampwalk. 1/1. Bequeathed EC C EX
Tolarian Winds INS C C Discard your hand, then draw that many cards. Tradewind Rider SC R TM	Wind Drake SC C •••• Ø TM Flying, 2/2. Wind Spirit SC U ••• Ø A HA.5th	If enchanted creature is put into any graveyard, draw twe cards. Birds of Paradise SC R R LU.R.4th.5th
Figure with a trade of the second sec	Flying Wind Spirit cannot be blocked by less than two creatures. 3/2.	Flying. Add one mana of any color to your mana pool. D/1. Blanchreese Armeer EC U UZ Explored apply and the V/L/ where V is the worker of fracts use apply
Treasure Trove EN U I A EX	Each player discards his or her hand and draws cards equal to the greatest num- ber a player discarded this way Banned!	Enchanted creature gets +X/+X, where X is the number of forests you control. Blackwood Treefelk SC C & UZ
	our a prayar anoverana ero traj uzerrano:	4/5

MAGIC FACT Green has only three interrupts—Rust, Avoid Fate and Lifelace. Purelace and Illumination are the only white ones.

124 INDUESTGAMER50

- AND

	MAGIO	C DATA	C=0	OMMON U=UN	COMMON R=RARE
ones.	ARTIFACT	🗢 BLACK 🏾 🗐 BLU	e 👋 GOLD 🌘	GREEN 🖲 RED	OWHITE OLAND
	ART Artifact AC Artifact Creature CR Current Rarity	EA Enchant Artifact EC Enchant Creature EL Enchant Land	EN Enchantment EW Enchant World INS Instant	INT Interrupt LL Legendary Land MS Mana Source	SC Summon Creature SL Summon Legend SOR Sorcery

NAME K	IND	CR	RATING	COST	SETS FOU	ND
	SC .	Ų	••			UI.
Protection from blue, Cycling Braken Fall	. 2. N	(2. G				TM
Return Broken Fall to owner's	s hand	Reg	enerate tai	rget creat	ure	
Bull Hippe Islandwalk 3/3.	30	IJ	***	##		UΖ
	N e o lan	R	•• 1 may ahr	🔹	d eard from your 1	HB
and put it into play.					a çala nam yaar i	
Canopy Spider Canopy Spider can block cre	SC atures :	U		*		TM
Carapace	C	С	••	*		"5th
+0/+2. Sacrifice Carapace 1 Carpet of Flowers	EN	U	**			UZ
During your main phase, you peo, where X is the number	may a	dd U Ide f	p ta X mai	na of one	color to your man rols	â
Carnassid	SC	R	***			Sh
Trample,	Camas SC	isid. U	5/4. ••			EX
When Cartographer comes in	tto play				land card from you	
graveyard to your hand, 2/2.	SC	С	***		LG,CH	1,5th
Forestwalk. 2/2.	80					υz
Whenever a creature blocks	SC it, Tige) r get	s +1/+1		of turn 2/2	
Charging Rhine Charging Rhine cannot be bl	SC ocxed I	U nv.m	ere than n	e creati		TM
Ehild of Gaes	SC	R	****			UΖ
Tramp e During your upkeep	i, pay 4 Gaeal 7	9 17	or sacrif	ice Ch-Id		
Choke	EN	U				TM
Islands do not untap during Chub Tand			ers untap	o priases.	ų	L,5th
Gains +2/+2 until end of tu	ırn whe	n bio R	ocked or b	lacking, 1	/1.	UZ
Eiland Gentaers Echo. Cannot be the target o	SC if spells	or a	ab lities. 6/			
Element Hierophanis Each creature you control ga	SC	R	éwe	律●	nool * 3/2	UZ
Cockatrice	SC	R		***	L,U,R,4t	
Flying Any non-wall creatury end of combat. 2/4.	a blocki	ing û	r blocked	by Cocka	trice is destroyed a	it –
Constant Mists	INS	U		**		SH
Buyback-Sacrifice a land C	ireature SC		a no comi	bat damai	je this turn.	UZ
Trample echo 4/4						
Crashing Bears If Crashing Boars attacks, da	SC efendimi	L p pla	ver choose	es an unta		EX or
she controls. That creature b	nocks (lash U	ing Boars	this turn	f able 4/4	
Trampie, rampage 2, 6/4,	SC			***		
S/4.	SC	Ç	**		L,U.R,4t	h,5th
Crazed Armovien	SC	R	***			TM
Armodon gets + 3/+0 a destroy Crazed Armodon. Us	and gai te this t	ns tr ab lith	ample unb v only onc	il end of t e each tu	um At end of turn m 3/3	
Crusshow Ambash	INS	C		*		SH
All creatures you control car Creasurings	i diock EN	CIB3	••	inyung um		UZ
All creatures with flying get Cree Relation	-2/-D. INS	С				JL
At the time you play Grop R	otation.		rifice a _r an	d Search	your library for a	
card and put that land into p Cryamide	play INS	С	***		AQ.R.4t	h,5th
Bury target artifact. Controlli	er gains	s life	equal to t	ne cast.n;) cost	U.
Protection from black, Cyclin	SC 1g 👁	U 2/2				u.
Defense of the Heart During your upkeep, if one o	EN	ĸ	eeee neats com	rnis three	e or more creature	UL
sacrifice Defense of the Hea	urt, seaf	ch y	our library	for up to	two creature card	S,
and put those creatures into Decanged Hermit	i play. SC	R	****			UL
Echo, When Deranged Herrr	it com	as in	to play, pu	it four Sqi	arrel tokens into p	lay.
Treat these tokens as 1/1 g		eanu U	eee eee	ulleis gei		h,5th
Destroy target permanent,	SC	ß				TM
Whenever any opponent pla	ys a ai	nd p		-1 counte	r on Wurm, 3/4.	
Burkened Bears 4/4.	SC	C	•		LG.41	70,5th
Earthcraft	ËN	R		**	an Decentl	TM.
Tap an untapped creature y Eladamri. Lord of Leaves	St	R	***	**		TM
Al Elves gain forestwalk Elv	es can EN	not b	e the targe	et of spell	s or abilities 2/2.	TM
At beginning of each player	's main	pha	se. add 🖷	👼 to th	at player's pool.	1.40
Einier Draid () () () () () () () () () () () () () (SC	R	***	- C - C - C - C - C - C - C - C - C - C		A.5tn
Elves Palizade	EN	Ų				EX
Sacrifice a forest: Target at Elven Miders	acking SC	crea U	ture gets ·	3/-0 unt •••	il end of turn.	th,6th
Cannot be blocked except b	y walls	and	flying cre	atures. 3/		
Elven Alie Put a total of two +1/+1 c	SOR ounters		any numbe	er of targe	et creatures.	SH
Elven Warbounds	SC	R		3 e		TM
If Warnounds is blocked, pu Elvish Archers	SC	R	***	**	L,U,R,4	th,5th
First strike. 2/1 Misprint: A Elvisit Berserker	lpha lis SC	ted C	power/touj	ghness as	1/2.	EX
For each creature that block	us it, Br	erser	ker gets +	-1/+1 un	til end of turn. 1/1	
Elvish Fory Suyback 4. Target creature	INS	C				, TM
Elvisia Herder	SC	C	**			UŽ
 Target creature gains t Elvisit Lyrist 	SC	G				UΖ
🔿 🐵 Sacrifice Lyrist: De	istroy ti	arget	enchantr	nent. 1/1.		SH
If you control any creature	SC with tou	ighri	ess 2 or le	ess, sacrif	ice Armodon, 4/5,	
Trample, During your upkeep	SC	R	***		B	ΰŻ
manihor ontrug inor uhyoop	n waarsii	anr th	, separatella		and the second s	

	NAME KIND CR RATING COST SETS FOUND	NAM
	You may play an additional land each turn.	Heart For
	Whenever a creature is put into a graveyard from play, that creature's controller	Hermi
	may draw a card. Fertile Ground EL C ••• ••• UZ	Pu Hidde
	Whenever target is tapped for mana, it produces an additional mana of any color. Railing Brake SC II •• • • •	Wi
	Figing, If Flailing Draxe blocks or is blocked by any creature, that creature gets +1/+1 until and of turn. 2/3.	Hidde Wi
	Fing INS C LURAth,MC,6th Creatures do not damage one another in combat.	Hidde
*****	Force of Nature SC R ···· P C LUR4th.5th Trample. Pay C C during upkeep or Force does 8 damage to you. 8/8.	WI en
	When Fortitude is put into a graveyard from play return Fortitude to owner's hand.	Hidde
	Sacrifice a forast: Regenerate enchanted creature.	Hidde W
	Untap attacking creature. Creature neither deals nor receives damage during com- bat this turn. Cantrig.	to:
	From Tangue EC C C TM When Frog Tongue comes into play, draw a card. Enchanted creature can block	W RF
	creatures with flying. Fugitizes Dewid SC R •• •	Hidde
		be
	STUMPERS	Horne
		Hung D.
		Marrie
		Hush
		Instill Yc
	Re Martin	il fronzi
		3/ Jacks
		ii Johtu
		Jo Keep
	During each player's upkcep, return to owner's hand each creature that	P
	player controls with power greater than the number of cards in his or her hand.	Killer Fl
	Birs, Andrew Roberton	Kraki Co
		Ley
	I have a Bottomless Pit and Noetic	Linu
	Scales in play. My opponent has one card in hand and a 1/1 creature in play. What hap-	Lifet
	pens during her upkeep?	Livie P.
	A la de state Palaise entre entre service and	Livin Tr
	Under Fifth Edition rules, your opponent may keep the 1/1 in play. Under Sixth Edi-	Llane
	tion rules, you get to order the abilities, so	Lens
	you may force your opponent to discard first and then use the Scales.	CI Lovela
	Whenever any player successfuly casts an enchantment speil that targets Fugitive	W Luil
	Drud, draw a card. 3/2. SC R •••• C.U.R4th.5th	Ci Lure
	Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed 2/2.	A Mana
	Fyndhern Elder SC U IA,5th Add 🕈 to your mana pool. 1/1	D. in
	Search your kbrary for up to two forests, reveal them, and put them into your hand.	Marı D
	Gana's Embrace EC U •••• @ 🗣 UZ	Mids
	Camp of Elk SC U ···· · · · · · · UL Whenever a creature blocks it, Gang of Elk gets +2/-2 until end of turn 5/4	B
	Charachán Dyre SC C AA.CH Stn During controller's upkeep, Ghazbán Dyre switches to the cantrol of the player with	Migh
	the most life. 2/2. Giant Grawth INS C ++++ C LU,R,4TH IA,5th	Mirri Mirri
	Target creature gets +3/+3 until end of turn.	D
	Grant Spicer can block creatures with flying, 2/4.	Man
	3/2 Stratter Send EN R C. C. UZ	it Mult
	Sacrifice a creature Draw cards equal to the sacrificed creature's power, then choose and discard three cards.	R
	Evener Pastures EN R • • • • • • • • • • • • • • • • • •	Mult
	Enchanted creature gets -3/-3 and gains transite and Negonerate. Series of the series	h
	2/2 Rememic Convergence INS U •• I • UL Return all enchantments to top of owners' libranes.	E Meift
	Return au anchainmeins to up or owneds updanes. INS U •• TM Sacrifice a land. Search your library for up to two basic land cards and put them	Y Meete
	into play Shuffle your library afterwards.	A
	Flying, Cannot be the target of spells or abilities 1/2.	Hatu
	Hearwood Dryad can block creatures with shadow. 2/1	S Natu
	Sacrifice a forest: Giant deals 2 carnage to target player 4/4.	A

In I	:	NAME KIND CR	RATING	COST S	ETS FOUND
ID UZ	-				TM
UL.		Heartwood Treefolk SC U Forestwa.k. 3/4.		***	105
UZ		Hermit Draid SC R		🕐 🗭	SK Japic land
	i	Reveal cards from the top of yo Put it into your hand and put all other re			
UZ	-	Hidden Ancients EN U	**	\$ *	UZ
ar. TM	1.0.4	When one of your opponents successful is an enchantment, Ancients becomes a	y casts an 5/5 Treet	enchanument spei olk creature.	I, IT ANCIENTS
ran	****	Hidden Gibboos EN R	av (*	, UL
5th	i	When one of your opponents successfull Hidden Gibbons becomes a 4/4 creature	y casts an that cour	instant or interrup ts as an Aoe.	rt spell,
		Hidden Guerillas EN U		•	UZ
5th		When one of your opponents successful enchantment, Guerikas becomes a 5/3 5	y casts an Inidier cre	artifact spell, if G ature with trample.	leri,las is an
UZ		Hidden Herd EN R		٠	UZ
nd.		When one of your opponents play a nont Herd becomes a 3/3 Beast creature	lasic land,	it Herd is an endr	ianoment,
5th	-	Hidden Predators EN R	**	•	UZ
nr-		When one of your opponents controls a tors is an enchantment, Predators becom	creature w nes a 4/4	ith power 4 or gre Reast creature.	ater, ir preda-
TM		: Hidden Spider EN C	••	۰	UZ UZ
	i	When one of your opponents successful an enchantment, it becomes a 3/5 creat			
TM		Hidden Stag EN R	***	9 C	UZ
	44.9.0	Whenever one of your opponents plays a becomes a 3/2 Beast creature. Whenever	i land, it S ar vnu niav	tag is an enchants ria land if Stan is	a creature
	-	Stag becomes an enchantment.			
	i	Harned Sliver SC U Ar Stivers gain trample. 2/2.		0 e	TM
Sec.	ł	Hungry Mist SC C	•••		HL,5th
	****	During your upkeep, pay 👁 🐨 or bury Marticane SDR U	Hungry M	st 6/2	LUR4THUA5th
		Do X damage to all players and fly ng cr	eatures.		
all a		Hush SOR C Destroy all enchantments Cycling (*)		9 P	UZ
		EC U		•	L,U.R 4th,5th
		You may untap creature one extra time at comes into pray	during you	r turn; target may	attack when
	-	ironrost Treefolk SC C	•		L.U.R.4th.5th
		3/5. Jackaloge Herd SC C	****		EX
		If you play any spell return Jackalope H	erd to own	ner's hand 4/5.	
		Johtuli Warm SC U Johtuli Wurm gets -2/-1 for each extra			,IA,5th
		Keeper of the Beasts SC U		**	EX
	-	Put a Beast token into play Tri P ay this ability only if target opponent of	eat this to	ken as a 2/2 greei are creati res than	reature
	-	Killer Bees SC U	***	***	LG,4th,5th
		Flying Give Bees +1/+1 Lintil end Krakilin SC U	of turn. Q.	1 @##	TM
	-	Comes into play with X +1/+1 counters			
		Ley Draid SC U	•••	**	L.U.R.4th.5th
		Untap a land of your choice 1/1 Unargeyf SC R	****		(A,5th
		equals the total number of creatures in	n al. grave	yards. */*+1	L.U.R.4th.5th
		Lifeforce EN U Counter a black spell as it us be			
100		Living Artifact EA R Put one counter on target artifact for ea	eee oh lifo uni	e Ouring your	LUR,4th,5th
		may trade one and only one counter for		riuse, paring you:	цакавр, учи
	-	Eiving Lands EN R	•••	**	L.U.R.4th 5th
		Treat al forests in play as 1/1 creatures Userswar Elves SC C		•	L,U.R.4th,5th
		Add Sto your mana pool 1/1			UL
		Lone Welf SC U You may have Lone Wolf deal combat d			
1		creatures blocking it. 2/2 Lewland Basilisk SC C			SH
		Whenever Basilisk damages any creatur	e, destray	creature at end of	compat. 1/3
itive		Line INS C Creatures deal no combat damage this	44	*	. UZ
.5th	diam'r.	Lare EC U	***		LURATH, 14,5th
not		Ali creatures that can block target creat	ere must	10 SO.	EX
,5th		During your discard phase, you may cho	ose to pu	t all land cards fro	
1.7		into play If you do, discard the rest of y Marsis Viper SC C	our hand.		DK,4th,5th
LZ and		Dpponent takes 2 poison counters when	damaged	by Viper 1/2	
UZ		Buring your upkeep, you may put a cou		***	UZ Revei: Put X
UL		Beast tokens Into play, where X is the n	umber of	counters on Midsu	mmer Revel.
Sth		Treat these tokens as 3/3 green creature Might of Caks INS R	eeee		UL
with		Target creature gets +1/+7 until end o			
,5th		Mirri, Cat Wartier SL R Mirri, Cat Warrior counts as a Cat Warri	or. First st	mke forestwalk. 2/	/3
		EN R	***		TM
,5th		During your upkeep, you may look at the them back in any order	e rob (pie	e caros or your iloi	asy and put
UZ		Mangrel Pack SC R	ana of from m		TM aut faur Ha ad
UZ		If Mongrel Pack is put into any graveyar tokens into play Treat these tokens as	iu irom pi 1/1 green	sy during compat, creatures, 4/1.	har io'n yorug
UL.		SOR C		*	SH SH
UZ		Reveal the top four cards of your I brary are lands into your hand and the rest in	to all pla to your or	vers. Put any of th aveyard.	use cards that
the		Multani, Mars-Sercerer SL R		***	UL In all playage
ı,5th		Has power and toughness each equal to hands. Cannot be the target of spells or	i one total abilitles.	number of cards (*/*.	
		hands. Cannot be the target of spells or Multani's Accelyte SC C	eee	**	UL
UL		Echo When Multani's Acolyte comes in Multani's Presence EN U	**		UL
TM		Whenever a speil you play is countered	draw a c	ard.	· TM
800		Ar Slivers get +1/+1. 1/1.			
UZ		Matural Spring SOR C	***	0.00	TM
TM		Target player gains 8 life. Hature's Love SOR U	***		IA,5th
		Search your library for one forest and p	ut it into ;	ilay	TM
TM		All lands are 9/9 creatures		***	1 (11)

TARA RIC	NAME KIND CFI HATING COST SETS FOUND	NAME KIND CR RATING COST SETS FOUND
	Silk Net INS C DU Target creature gets +1/+1 and can olock creatures with Bying uob end of turn.	Sylven Library EN R @ LG 4th,5th You may draw two extra cards d_ring your draw phase, then either put two of the
The Gathering ⁶	Simian Grunts SG C •••• 🐲 UL	cards drawn this turn back or pay 4 life per card not replaced.
	Echo You may play Simian Grunts any time you could play an instant 3/4. Skyshroud Archer SC C •••	Symbiosis INS C IVS UZ Two target creatures each get +2/+2 unt I end of turn
Plavers Guide	I arget creature with flying gets -1/-1 until end of turn. 1/1. Skyshroud Ef SC C ●●● TM	Tarpan SC C •• (A.5th You gain 1 life if Tarpan goes to the graveyard from play, 1/1.
Trancis annae	Aud to your mana pool. (1): Add to or (1) your mana pool 1/1.	Tempting Licid SC U - @ SH
NAME KIND CR RATING COST SETS FOUND	Lite gets +1/+2 as long as any opponent controls any nonbasic lands 1/1. Skyshroud Ranger SC C ••• TM	creatures able to thock enchanted creature do so" instead of a creature. Move Licid onto target creature. You may pay 💮 to end this effect. 2/2
Needle Storm SOR U 🚥 🏶 🗭 TM	Choose a lanci in your hand and put it into play. Play as a sorcery. 1/1 Skyshroud Troll SC C TM	Thicket Basilisk SL U U.U.R.4th.5th Any non wall creature blocking or blocked by Basilisk is destroyed at end of com-
Aeed e Storm dea s 4 damage to each creature with flying. Nurturing Licid SC U ···· ₩ → TM	Skyshraud Traogers SC C SH	bat 2/4
 The second second	Add to your mana pool. Play this ability as a mana source 3/3.	Put a +1/+1 counter on each creature you control
creature You may pay 🏶 to end this effect, 1/1. Clath of Druids EN R ••••• 🐲 EX	Skysteroud War Beast SC R ••• Trample Skysteroud War Beast has power and toughness each equal to the num	Titania's Chosen SC U W Whenever a prayer successfully casts a green spel, put a +1/+1 counter on Cho
During each player s upkeep, if that player controls fewer creatures than an oppo- nent, the player may reveal cards from his sibrary until he reveals a creature card	ber of nonbasic lands target opponent controls. 3/*. Song of Serenity EN U	sen 1/1 Titania's Seng EN U @ AO.R.4th.5th
putting it into play and the rest into his graveyard.	Creatures with any enchantments on them cannot attack or block.	Every non-creature artifact loses its adulities and becomes an artifact creature with power and toughness equal to its casting cost.
Overgrowth EL C · · · · · · · · · · · · · · · · · ·	Breader comes into p ay with three +1/+1 counters on it. Remove a +1/+1 counter from Breader: Put a +1/+1 counter on target creature. Remove a	Trained Armodon SC C ** ** TM
Everture A creatures you control get +3/+3 and gain trample untit and of turn.	+1/+1 counter from Breeder: Put a Spike token into play. Treat this token as a	Tranquility SOR C 🐲 LU,R,4th,5th,TM
Pincher Beetles SC C ··· · · · · · · · · · · · · · · ·	1/1 green creature D/O.	Destroy all enchantments in play
Plated Rootwalia SC C ••• @ Rootwala gets +3/+3 until end of turn. Use only once each turn 3/3	CLASSIC CON	
Pouncing Jaguar SC C ••• UZ		
Pradesh Gypsies SC C 🐲 16,4tn,5tn	Course and the second second	Contents ind service of
Predatory Hunger EC C •• EX	To the state of the second	Way back in
Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature		issue #2, we cried for the banning of the Channel/
Priest of Titania SC C & UZ	A CARLON AND A CAR	Fireball combo, but that
Primal Order EN R @ H_,5th During player's upkeep, Primal Order deals 1 damage to that player for each non		didn't mean we didn't enjoy using Channel for
basic land he controls Primat Rage EN U •• IP SH		other combos, Dur
Al creatures you contro gan trample Provoke NS C & SH	The ALL LAND 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	favorite was in
Untap target creature you do not contro. That creature blocks this turn if able.		conjunction with Wheel Of Fortune, Cast the Channel
Draw a card Pygmy Troli SC C •••• @ •• EX	Unal end of rum, you may add the Both	players must in right before you Wheel
For each creature that blocks it, Pygmy Troil gets +1/+1 until end of turn. •: Regenerate Pygmy Troil, 1/1.	Effect that error or enlarce	their hands and and you'd have enough you new cards
Rabid Weiverines SC C ••• For each creature that blocks it, Weiverines gets +1/+1 until end of turn. 4/4	damage cannot be used to conner the best of life	cool newly drawn cards
Rabid Wombat SC L ··· @ • • LGCh.5tn +2/+2 for each enchantment on it. Doesn't tap when attacking 0/1.	Hits Related Payment State State State State	into play. Loss of life? Bah.
Radjan Spirit SC L & LG.4th.5th Target creature loses flying ab lity until turn ends 3/2		Who cares?
Rampant Growth SOR C @ MG.TM Search your library for a basic land card and put it into play, tapped.	Spike Colony SC C & SH	Treefolk Mystic SC C ··· 30 UL
Rancer EC C UL Enchanted creature gains +2/+0 and trample. When Rancor is put into a	Spike Colony comes into play with four +1/+1 counters on it. (2), Remove a +1/+1 counter from Colony Put a +1/+1 counter on target creature. (2/0).	Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature 2/4.
graveyard from play, return Rancor to owner's hand.	Spike Drone comes into play with one +1/+1 counter on it. @. Remove a	Seedings SC U UZ Seedings has toughness equal to the number of forests you centrol 2/*
Target creature loses shadow until end of turn. Draw a card	+1/+1 counter from Drome: Put a +1/+1 counter on target creature. 0/0. Seite Feeder SC U ••• SR	Treetep Rangers SC C ··· () C Rangers cannot be blacked except by creatures with fiving 2/2
Reap INS U TM Return any number of target cards from your graveyard to your hand. You cannot	Spike Feetier comes into play with two +1/+1 counters on it. 🐲 Remove a	Transeting Armoden SC U ••• TM
choose more cards than the number of black permanents target opponent controls. Rectaim NS C ••••• EX	++1/+1 counter fro Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder Gain 2 life D/O	Tsumami SOR L 🚥 🐲 L,U,R,4th Sth
Put target card from your graveyard on top of your library. Recycle EN R	Spike Hatcher SC R •• Spike Hatcher comes into play with sx +1/+1 counters on it Remove a	Destroy al islands in play. Unifamed Wilds SOR U C. ,4th 5th
Skip your draw phase Whenever you play a card, draw a card During your discard phase choose and discard all but two cards.	+1/+1 counter from Spike Hatener: Put a +1/+1 counter on target creature Remove a +1/+1 counter from Spike Hatener: Regenerate Spike Hateher. 0/0.	Search your library for one basic land and put it in play Veneze EC C ••• @ ••• OK,4th 5th
Regeneration EC C (D- LURATHAMGB) Regenerate enchanted creature:	Spike Regue SC Li •• ** EX Spike Regue comes into play with two +1/+1 counters on it. * , Remove a	Al non wall creatures in combat with target are destroyed after combat.
Rejuvenata Softwarte Softwarte UZ Gain 6 Ma. Cycling 20.	+1/+1 counter from Spike Rogue, Put a +1/+1 counter on target creature Remove a +1/+1 counter from any creature you control. Put a +1/+1 counter on	Whenever enchanted creature successfully deats damage to a creature, destroy that creature
Repopulate INS C - Control that player's ibrary	Spike Rogue D/D. Spike Seldier SC U ••• & SH	Verdant Force SC R •• Store TM During each player's upkeep put a Saproling token into play Treat this token as a
Gycling ∰. Respite INS C ₩	Solidier comes into play with three +1/+1 counters on it Remove a +1/+1 counter from Solidier Put a +1/+1 counter on target creature. Remove a +1/+1	1/1 green creature. 7/7. Verdant Touch · SBR R ··· IMP SH
Creatures deal no combat damage this turn, Gain 1 life for each attacker	counter from Solder Solder gates +2/+2 until end of turn UU. Seike Weaver SC R •• 2010 From Solder So	Buyhack @. Target land becomes a 2/2 creature permanenty Verdiaris INS U •• TM
Resuscitate INS U - EX Juli end of turn, each creature you contron gams "Or Regenerate this creature."	Spike Weaver comes into play with three +1/+1 counters on it. @, Remove a	Destroy target artifact.
Rebaliation EN U •• @ UZ Each creature you control gains "Whenever a creature blocks it, this creature gets	+1/+1 counter from Spike Weaver. Put a +1/+1 counter on target creature, (1), Remove a +1/+1 counter from Spike Weaver: Creatures deal no combat damage	Draw a card each time you cast an enchantment, D/2
+1/+1 until and of turn." Root Maze EN R •• •• TM	this turn C/O. Spike Worker SC C ••• @•• SH	Vernal Bloom EN R •• WZ Whenever a forest is tapped for mana, it produces an additional •
All artifacts and lancs come into p ay tapped Restbreaker Wurm SC C •• ** TM	Worker comes into play with two +1/+1 counters on it. @ Remove a +1/+1 counter from Worker: Put a +1/+1 counter on target creature. 0/0.	Yolrath's Gardens EN R •• Sh , Tap a creature yeu, control. Gain 2 rie. Play this ability as a sorcery.
Trampie, 6/6, Reotwalla SC C TM	Spined Warm SC C •• @ Sh 5/4.	Walt of Blossoms SC U •••• Image SH When Walt of Blossoms comes into play, draw a card D/4
€ Gets +2/+2 until end of tum Use this ability only once each tum 2/2 Reatwater Alligator SC C € €	Sporagenesis EN R WZ During your upkeep you may put a fungus counter on target nontoken creature	Wall of Brandbles SC U @ LU,R,4th,5th Regenerates. 2/3.
Sacrife a forest Regenerate Rootwater Alligator, 3/2 Scaled Wurme SC C • IA 5th	Whenever a creature with a fungus counter on it is put into a graveyard, put a 1/1 green Saproling token into play for each of those fungus counters. When Sporoge	Wanderliest EC L •• @ L J.R.4tn.5th Do 1 damage to controller of targef creature during upkeen.
1/6.	presi lagnomi una interpresi de la contrata contrata contrata inter obringe pessi lagnes piay, remove all fungus counters from al creatures Spreading Algae EL U • • UZ	War Dance EN - U •••• UZ During your upkeep, you may put a counter on Dance. Sacrifice Target creature
Scavenger Folk SC C DK.CH.5th Sacrifice Scavenger Folk to destroy target artifact 1/1.	Play only on a swamp When enchanted land becomes tapped destroy that land. When	gets +X/+X until end of turn, where X is the number of counters on Dance
Scragnoth SC U MMC TM Protection from blue. While Seragnoth is being cast, it cannot be countered, 3/4.	Aligae is put linte a graveyard from p.ay, return Algae to owner's hand. Stangescie INS R IA Stangescie IA 5th	Trample 3/3.
Scryb Sprites SC G •• 🖝 L.U.R.4th.5th Flying. 1/1	Ail attacking creatures get trample and +1/+0 until end of torn. Storm: Freat EN U ••• TM	Weatherseef Br SC C ···· · · · · · · · · · · · · · · ·
Seeker af Skybraak SC C •••• @ TM @ Untap target creature, 2/1.	Tap target creature with flying. Stream of Life SOR C ···· @ 1.U.R.4th,5th	Weatherseed Treefolk SC R ····· @@@@@ J_ Trample When Weatherseed Treefolk s put into a graveyard from play, return
Sbaeedie Dryads SC C + LU.R4th5th Forestwalk 1/1.	Targot p ayor gains X life Survival of the Fittest EN R ···· @ EX	Weatherseed Treefolk to owner's hand, 5/3. Whinking Dervice: .SC J •••• • LG,4th,5th
		Bastanting from start Onter 41.4 (1) to be an end of the
Starinsk: INS C 💀 👁 HL5th	Choose and discard a creature card: Search your library for a creature card, reveal that card to all players and put it into your hand.	Protection from black. Gains +17+1 if it damages opponent, 171
Target creature gats -5/-0 until the end of turn.	Choose and discard a creature card: Search your library for a creature card, reveal that card to all players and put it into your hand	Protection from oselk. Gains +17+1 in it tramages opponent, 171
Starinsk: INS C 💀 👁 HL5th	raveal that card to all players and put it into your hand	Procession from basic, Gains +1/+1 in it damages opponent. 1/1 C=COMMON U=UNCOMMON R=RARE

MAGIC FACT Jade Statue was the only card from the original set to have card type "Artifact," rather than Mono, Poly, Continuous or Artifact Creature.

EA Enchant Artifact EC Enchant Creature EL Enchant Land EL Enchant Land EL Enchant Land

ART Artifact AC Artifact Creature CR Current Rarity

ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

INT Interrupt d LL Legendary Land MS Mana Source

Land SC Summon Creature SL Summon Legend SOR Sorcery

RAME	KINO	CR	RATING	£081	SETS FOUND
Whirlwind	SOR	R		***	117
Destroy all creatures with		И		***	UE
Wild Dogs	SC	C	***		117
During your upkeep, if a			re life than	any other, th	
control of Wild Dogs 2/1					and product gamme
Wild Grewth	EL	G	54	۲	L,U,R,4tn,IA,5th
Target land provides an é				mana.	
Winding Wurm	SC	Č	÷*	(i) 🕈 👘	LΖ
Echo. 6/6,	600				
Wing Snare	SOR	U	***		UL
Destroy target creature w Winter Blast	ite nying SCR	15		-	I P Ath Eth
Tap X target creatures, D				nt filsen oros	LG,4th,5th
Winter's Grasp	sor		teach cary		TM
Destroy target land.	ann	U		18. A. 18.	
Wolverine Pack	SG	C			L&.5th
Rampage: 2 2/4.				,	
Wood Elves	SC	C	**	4 •	EX
When Wood Elves comes into play search your library for a forest card and put					
that forest into play 1/1.					
Wylali Wolf	SC		**	*	AN, 5th
🐼: Target creature gets					
Yavimaya Granger		C			UL
Echo When Granger com				aren your no	ary for a dasic land
card and put that and in Yavimaya Scion		ilihen C		**	UL
Protection from artifacts.		U		44	· UL
Yavimaya Wurm	SC	C	***	***	UL .
Trampie. 6/4.		^b			0.

NAME

RED

About Face	INS				UL
Switch target creature's po					
the creature s power alter i Acidic Soil	SOR	J	** .	and vice versa, this tur	UZ I
* Actdic Soil deals 1 damage		n play	er for eac	h land he controls	
Attarehook	902	0		2 A A A	IM
Destroy target artifact, crea Ambush Party First strike May attack the	dure, or sr	and.	Attershoo	K deals 3 damage to ;	HL.5th
First strike May attack the	turn it o	ome	s into may	no your side 3/1	nL,JUI
AITUK	EN	к			on :
Discard a card at rand	iom: Put				
Anarchist When Anarchist comes intr	SC play y	C	ee	taraat paraony gard fro	EX
graveyard to your hand 2/		01 11	цу тыши	larger surgery said no	int your
Ancient Runes	EN	b	**	8.	TM
During each player's upkee		int Ri	unes deals	1 damage to that pla	yer for
each artifact he or she con Antagonism	itrois. EN	R		**	UZ
During each player's disca			adonism d		
un essione of his opponent		UCCE			
Apocalypse	SDR	R	ere Disconduce		TM
Remove all permanents fro Arc Lightning	m the g SDR	ame. C	DISCARD A	our nano	117
Arc Lightning deals 3 dam					
creatures and/or players.					
Atog	SC	0	***	*	AQ,R,5th
Avalanche Riders	-2/+2 SC	UZ.		**	UL
Echo Avalanche Riders is .			summon.		
into play destroy target lar	nd. 2/2.				
Ball Lightning	SC	R	****	Baa	DK.4tn,5th
Trample Ball Lightning is u at end of turn in which it o				ing sickness, bury bai	Цунияну
Barbed Sliver	SC	U	***		TM
Each Silver gains 🀲 Thi		re ge			2
Bedlam	EN	R	••		JZ
Creatures cannot block. Bird Malden	SC	8			AN 4th,5th
Flying. 1/2.	44				110,001
Blood Frenzy	INS	C	***	*	TM
Target attacking or blockin	g creatu	re ge	ts +4/+(until end of turn. At i	end of turn,
destroy that creature. Blood Lust	INS	C			LG 4th,5th
Target creature gets +4/-4			iss cannot		A TOTAL
Boil	INS	U	***		TM
Destroy all islands.	INS	8			117
Gain control of all permane			Cyclinn #	2	UZ
Brassciaw Gres	SC	C	••		FE,5th
Cannot be assigned to b-or		Jres I	of power g		
Bravado	EG	C	** oh office of	() () () () () () () () () () () () () (UZ
Enchanted creature gets + Brothers of Fire	SC SC	ii tear	an guitti Ci	ature you contrei.	DK,4th.5th
🏶 🔴 🕘 Do 1 damage to	any tan	jet a	nd 1 dama	ge to you. 2/2.	
Brute, The	EC	C	**	٠	LG,4th,5th
Target creature gains +1/- Bulwark	+0. 🔿 (EN	R	Regener	rates.	117
During your upkeep, Bulwa				arget opponent for ea	
your hand greater than the	number	af c	ards in the		
Canyon Drake	SC	R	·		TM
Flying, (#), Discard a card Canyon Wildcat	at rando SC	im, L P	irake gets	+2/+0 ungi end of t	uko. 172. TM
Mountainwaik, 2/1.	ob.	¥		1980 - C	1141
Cave People	SC	Ű	**		DK,4th,5th
People get +1/-2 until en	l of turn	whe	n they are	attacking. 🕸 🗨 👄 ,	👁: Give
target creature mounta,riva Chaotic Goo	alk until SC	end R	01. TUM 17	4	TM
Chaotic Goo comes into ol	ay with 1	hrae	+1/+1 0		
Chaetic Goo comes into pl upkeep, you may flip a coi	n. If you	win	the fl p, a	ld a +1/+1 counter t	o Chaotic
Goo Otherwise, remove a	+1/+1	COUNT	ter from it.	. 0/0.	
Cinder Crawler Cinder Crawler gets +	SC 1/+0 ±	3 otto e	ee od of trim	Bay this ability riply	EX if Ciorler
Crawler is blocked. 1/2.	1/ 10 3	nur B	nu er till l	nay this during they	
Conquer	EL	U	*** .		IA,5th
Take control of target land	00			-	012
Convulsing Licid	SC hility and	U i her	ee ample e or	🖶 🐨 🗬	H2
"Enchanted creature canno	it black"	instr	rad of a cr	reature. Move Licid ont	in tarnet
creature. You may pay 🌑	to and	this e	effect 2/2	A COLUMN TRANSFERRE	

÷		:
1	Crater Hellion SC R **** @@@ UZ	1 6
ŝ	Echo When Hellion comes into play, it deals 4 damage to each other creature 6/6.	1
i	Craven Siant SC C · @@ SH	
÷		1.1
i	Craven Giant cannot block. 4/1.	1 .
-	Crimson Manticore SC R @@@@ LG.4th.5th	; r
ŝ	Flying @, @, Do 1 damage to an attacking or blocking creature. 2/2.	1
1	Crown of Flames EC C *** IM	1
ł	Enchanted creature gets +1/+0 until end of turn Return Crown of	F
ž	Flames to owner s hand.	÷
*	Deadshet SOR R	E
÷	Tap target creature. That creature deals damage equal to its power to another tar-	1
ŝ		i F
ŝ	get creature.	1
-	DEPUTITIE DIEG CO D CO D CO D	1
i	Whenever enchanted creature successfully deals combat damage to a player that	F
ţ	player sacrifices a land.	1
1	Detonate SOR U ••• 🐲 AQ.4th.5th	- F
ž	Destroy target artifact and do X damage to its controller. X is the casting cost of	1
i	the artifact.	î F
ŝ	Defender of Chaos SC C @@ UL	1
÷	Protection from white, You may play Defender any time you could play an instant.	F
-	Procession notice wrate, the tray play belonder any bine yes each play on matane	1.4
-	Disinferrate SOR C ···· @@ L.U.R.4th 5th	i P
-	Disintegrate SBR C & LURAth 5th Do X damage to target. If target dies this turn, remove it from game.	1
ŝ	Do A pamage to target, it target pies this turn, remove it from game.	
-	Disorder SDR U •• 🕸 🖉 UZ	
-44	Disorder deals 2 damage to each white creature and each player who controls a	F
i	white creature.	1
÷	Dizzying Gaze ED C @ EX	÷ 6
Į.	Play Dizzying Gaze only on a creature you control Enchanted creature deals 1	-
-	damage to target creature with flying.	ÎF
i	Bromossur SC C UZ	1
ŝ	Whenever Dromoseur blocks or becomes blocked it gets +2/ 2 until end of turn. 2/3.	F
i	WINNEVER DEDITIONS OF DECODESS	1 1
ŝ		
ł	AND DESCRIPTION OF A DAY OF A	1
1		1 P
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-	100	÷ F
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i	TO REPORT A CONTRACT OF A CONT	1
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-		i F
-		1
i		1
-	Note that the second se	1 0
1	And a second	
-	Martinet Menury and Andrews Contraction and Andrews	1 0
		1 0
**	Redirect to enchanted creature all	1
-	damage dealt to you.	1
-	"It is not sad," Radiant chided the	1
***	lesser angel. "It is right. Hvery society	3 6
:	"It is not sad," Radiant chided the lesser angel. "It is right, Every society must have its ontcasts."	1
		1
-	A Contraction of the Wellington of the State	1 6
-	A STATISTICS AND A STAT	1
:		1
-	and the second of the second	6
;	I have a Wall Of Essence enchanted with	1
1		1.
-	Pariah. If I choose not to block any attack-	1 6
	ing creatures, will I gain some life?	1
	Sain Touday Lubornage	6
**	the day with Pattern the second state	£
ŝ	Under Fifth Edition rules, no. There's a	5 6
-	special rule that makes redirected damage	1
-		6
-	lose its "combat" attribute, so the damage	
-	won't trigger the Wall Of Essence. Under	6
	Sixth Edition rules, this rule is removed, so	1
		1 .
;	you do gain the life.	6

Duct Crawler SC C •• @	SH
(1) Target creature cannot block Duct Crawler this turn, 1/1.	
Dwarven Catapult INS U	FE.5th
Do X damage divided evenly among all of opponent's creatures	
Dwarven Soldier SC C	FE.5th
if Soldier blocks or gets blocked by Drcs, it gains +0/+2 until end	
Dwarven Warriers SC C	.U.R.4th.5th
. Target creature of power no greater than 2 becomes unbicoka	ale. 1/1.
Earthquake SOR R **** @@	
Do X damage to all players and non-fiying creatures in play.	
Electryte SC R •• 🕸 🗢	UŽ
Whenever Electryte successfully deals combat damage to defending	player Elec-
tryte deals damage equal to its power to each blocking creature. 3/	3.
Enraging Licid SC U 🖤	TM
. The set of the set o	rt that reads
"Enchanted creature is unaffected by summoning sickness" instead	of a creature.
You may pay 🜑 to end this effect, 1/1.	
Errantry EC C ••• 🕷 🗭	IA,5th
Target creature gets +3/+0. No other creatures can attack this tur-	n if target crea
ture attacks.	
Eternal Warrier EC C •• 🖝	16,4th 5th
Target creature does not tap to attack.	
Falter INS C •• 🕷 🗭	JZ
Creatures without flying cannot block this turn.	
Fanning the Flames SOR U ••• ** **	88
Buyback 🏶 Do X damage to target creature or player.	
Fault Line INS R ••• 🕷 🍽 🖝	UZ
Fault Line datas X damage to each creature without flying and each	player.
Fiery Mantle EG C ••• 🕷 🗨	UZ
When Mantie is put into a graveyard from play return Mantie to ow	ners nand.
Enchanted creature gets +1/+0 until end of turn.	19
Fighting Chance INS R • ●	EX
For each blocking creature, flip a coin. If you win the flip, that creat	thre deals no

e, flip a coin. If you win the flip, that creature de combat damage this turn.

KIND CR RATING COST SETS FOUND	NAME KINO CR BATING COST SETS FOUND
SC R 🕸 🍘 👜 UZ	Fire Antis SC U •• 🐲 UZ
es into play, it deals 4 damage to each other creature 6/6. SC C SH	 If the deals 1 damage to each other creature without flying. 2/1, Fire Drate SC U ● ● ● ■ ■
k. 4/1. SC R •• @@@ LG.4th,5th	Flying 🌒 : +1/+0. Only one 🍘 can be used in this manner, 1/2. Fireball SQR C Start LUR,4th.5th
mage to an attacking or blocking creature. 2/2. EC C •••• ••• TM	De X damage, divided evenly among any number of targets (round down). Pay for each target beyond the first. Firebreathing EC C •••• PLURAth,M6.5th
gets +1/+O until end of turn. 🗭: Return Crown of SOR R 💀 🍩 TM	Profile Calification and a second se
SOR R •• IM creature deals damage equal to its power to another tar-	Flying . Firefly gets +1/+0ntl end of turn. 1/1. Firestinger SC C ••• TM
EC U UZ ature successfully deals combat damage to a player that	Deas 1 damage to target creature or player and 1 damage to you. 1/1. Plane Spirit SC U A,5th
SOR Li ••• 🐲 AQ.4th.5th	● +1/+Q unbi end of turn, 2/3 Flame Wave SDR U ●●●●● SH
d do X damage to its controller. X is the casting cost of	Do 4 damage to target player and each creature he or she controls Plane INS C ••
SC C ••• 🐲 UL o., may play Defender any time yo., could play an instant.	Flare does 1 damage to any target. Cantrip. Flashings SOR U CALL,R4th.5th
SCR C •••• 🐲 L,U,R,4tn 5th f target dies this turn remove it from game.	Destroy al plains in p.ay. Pling Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power
SDR U •• We black who controls a	to target creature or player. Fiewstene Blade EC C • • Sh
EC C @ EX	Enchanted creature gets +1/-1 until end of turn. Flowsteine Flood SDR U •••• ③④ EX
on a creature you control. 🐠 Enchanted creature deals 1 re with flying.	Buyback–Pay 3 life Discard a card at random. Destroy target land. Flowstone Giant SC C
SC C •• UZ ks or becomes blacked it gets +2/ 2 until end of turn. 2/3.	Howstone Giant gets +2/-2 until and of turn. 3/3. Sh Howstone Hellion SC U Sh Envertene Hellion is unaffected by summanian sincheses
MDEDE	Flowstone Helian is unaffected by summoning sickness . Howstone Helian. gets +1/-1 until end of turn 3/3. Flowstone Mauler SC R ••••
	Trampe Statemander SC U •••• Statemander ST M
	 Salamander deals 1 damage to target creature blocking it. 3/4. Hewstene Shambler SC C •• The SH
	Flowstone Shambler gets +1/-1 until end of turn 2/2 Flowsteine Wyvern SC R So TM
	Flying Plowstone Wyvern gets +2/-2 until and of turn 3/3. Furnace Brood SC C •• @@ EX
	Target creature cannot be regenerated this turn 3/3 Furnace of Rath EN R TM TM
	Double al. damage assigned to any creature or player Furnace Spirit SC C •• SH Furnace Spirit is unaffected by summoning sckness.@ Furnace Spirit gets
	+1/+0 until end of turn 1/1.
Conversion of the second second	Search your library for a card and put it in your hand. Discard a card at random.
ct to enchanted creature all	Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise. you lose 1 life and opponent gains 1 life. The winner can
ot sad," Radiant chided the ugel, "It is right, Hvery society	continue The stakes double each round. Ghina Fire-Eafter SC U •• Control of the state and the state of the
ne its outcusts."	Capacifice: Fire-Eater deals damage equal to its power to target creature or player. 2/2. Construction of the second seco
and Designation of the second s	Echo. When Silnger comes into play, it deals 2 damage to target creature or player, 2/2.
lall Of Essence enchanted with	Ghitu War Cry EN L •• I •• UL I arget creature gets +1/+0 until end of turn.
oose not to block any attack- , will I gain some life?	Giant Strength EC C O LG.4th,5th.TM Make target creature +2/+2
th Edition <i>rules, no. There's a</i>	Boblin Bornbardmeent EN U ••• Sacrifice a creature Bornbardment deals 1 damage to target creature or player Soblin Cadets SC U •• U V
hat makes redirected damage	Whenever Cadets blocks or becomes blocked, opponent gains control of it. 2/1. Cobin Digging Team SC C
bat" attribute, so the damage the Wall Of Essence. Under	Sarriface Digg ng Team to destroy target wall. 1/1 Boblin Here SC C DK,5tn
rules, this rule is removed, so le life.	· 2/2. Geblin King SC R •• ♠●● L,U.R.4th,5th
	All Goblins gan mounta nwalk and +1/+1. 2/2 Goblin Lackey SC U •••• 🖝 UZ
SC C •• SH	Whenever Cackey successfully damages a player you may choose a Goblin card in your hand and put it into play 1/1.
cannot block Dupt Crawler this turn, 1/1. INS (J W - FE,5th : renly among all of opponent's creatures	When Gobin Matron comes into play, you may search your library for a Goblin
SC C FE,5th blocked by Drcs, it gains +0/ +2 until end of turn. 2/1	card. If you do, reveal that card and put it into your hand. 1/1 Geblin Medics SC G @@ UL Whenever Medics becomes tapped, it deals 1 damage to target creature or player. 1/1
SC C power no greater than 2 becomes unbickable. 1/1.	Gobin Offensive SQR U ↔ Put X 1/1 red Gobin toxens into play.
SOR R	Goldin Patrel SC C C UZ Ecno, 2/1
SC R •• We to use black as granting player Elec-	Geblin Raider SG C •• D• UZ Carnot block 2/2.
u to its power to each block ng creature. 3/3. SC U •• TM ability and becomes a creature anchantment that reads	Goblin Spekunkars SC C Ø UZ Mauntainvalk 2/2. Goblin War Blucav SC C ØØ UZ
admity and becomes a creature anomandment that reads ineffected by summoning sickness" instead of a creature, this effect, 1/1.	Goblin War Buggy SC C ••• IB UZ Echo, War Buggy is unaffected by summoning siekness. 2/2. Goblin War Drums EN C ••• IB FE.5th
EC C IA.5th /+D. No other creatures can attack this turn if target crea	Each araker you control may not be blocked with less than two creatures. Geblin Warrens EN R FE.5th
EG G 💀 👄 🕺 1.6,4th 5th	 Sectifice two Gablins to put three 1/1 red Gablin tokens into play Geblin Welder SC R → ●
tap to attack. INS C •• IJZ	Exchange target artifact a payer controls for target artifact card in that player's graveyard. 1/1.
cannot block this turn. SOR U ••• ** • SH	Eranite Grip EC C UL Echanted creature gets +1/+0 for each mountain you control.
age to target creature or player. INS R ••• & •• UZ ge to each creature without flying and each player.	Guena SC U DO UZ Protection from Dive 2/2. Hand to Hand EN R DO TM
EC C •••• C UZ . a graveyard from play return Mantie to owner's hand.	Instants and abilities requiring activation cost can be played during compart.
gets + 1/+D until end of turn. INS R • EX	Whenever target opponent casts a white spell he or she loses 2 life. Headlong Rush INS C WO UZ
rre, flip a coin. If you win the flip, that creature deals no n.	All attacking creatures gain first strike until end of turn. Heart Silver SC C •• •• ••
	All Silvers are unaffected by summoning sickness, 1/1.

AA	A	GI	C
	The	e Gath	ering
Playe	rs	Gui	de
NAME KINI) CR RAT	ing cost	SETS FOUND
Heat of Battle EN Whenever any creature blocks	lj •• Heat deals 1	damage to that cre	SH ature's control er
Heat Ray NS Heat Ray deals X damage to tax Hill Giant SC	[***	* 0	L.J.R.4tm.5th
3/3. Hurloon Minotaur 80	C ••		L.J.R.4tri,5th
2/3 Impending Disaster EN	R ••		Ŀ.
During your upkeep of there an Disaster and destroy al lands. Imposing Visage EC	e seven or mo	re lands in play sa	critice Impending IA,5th
Target creature cannot be block	ed by less th	in 2 creatures.	IA,MG,Sth
Do 3 damage to any target. Cre Inferno NS	atures may n		DK,4th;5th
Do 6 damage to all players and Invasion Plans EN	R ++		SH
Each creature blocks whenever Ironclaw Curse EC Target gets -0/-1 and cannot b or exceeds its toughness.	R ==		HL,5th
Ironclaw Orcs SC May only block creatures of pow	C ••• ver equaling 1	🕸 🎒 or less. 2/2.	L.U.4th,5th
Jackal Pup SC For each 1 damage dealt to Jac	lji ••• skal Pup, it de	als 1 damage to yo	u, 2/1
Jagged Lightning SOI Lightning deals 3 damage to farg Jokufhaups SOI	jet creature an		UZ her creature. 1A,5th
Jokufhaups SOF Bury al artifacts creatures, and Keeper of the Flame SC		00	EX
Keeper of the Flame d only if that opponent has more	eals 2 damag	e to target opponen	
Keldon Warlord SC * Is the number of non-wail ore	U ■ aturës n play	@ @@ on your side. */*.	L, J.R, 4th, 5th
Kindle (NS Kindle deals to target creature of	ir player art ai		qual to 2 plus the
number of Kindle cards in all gr Last-Ditch Effort INS Sacrifice X creatures Last-Ditch) K damage to target	creature or p.ayer
Lave Axe dea.s 5 damage to tai	get player.		ι.
Lay Waste SDF Destroy target land. Cycling Lightning Blast INS		8 9	UZ TM
Lightning Bast deals 4 damage Lightning Bragon SC	to target crea		UZ
E y ng, echo 🏈 Lightning Dra Lightning Elemental SC	gon gets +1/ C •••	+O Jotil end of turr +O W	n, 4/4, TM
Lightning Elemental is unaffecte Lowland Giant SE 4/3	ed by summor C •••	ing sickness 4/1	TM
Mage il-Vec SC SC D scard a card at random	Ç • Mane I-Vec d	eais 1 damage to t	EX eroet creature or
player. 2/2. Magmasaur SC	R •=		TM
Magmasaur comes into play with remove a +1/+1 counter from	Magmasaur, i	or sacrifice Magmas	aur and it deals 1 💡
damage for each +1/+1 count player, 0/0. Mana Clash SOF		in creature with tiyi	ng and each DK.4th.5th
Mana Clash SOF Choose a player You both flip a 1 life, Repeat until both players'	i edin. Any pla		
Kana Flare EN Each land produces an extra m	R ••• ana of its nor	onal type.	L,U.R,4tn,5th
Manabarbs EN Do 1 damage to controller when	R ••• iever he draw	з mana from any a	
Maniacal Rage EC Enchanted creature gets +2/+1 Meltdown SO		black S D	EX UZ
Destroy each artifact, with total Mab Justice SU	casting cost X		SH
Mon Justice reals 1 damage to Mogg Assassin SC			
Flip a coin if you win the i Otherwise, destroy target creatu	re of that opp	onent's choice. 2/1	
Mogg Bombers SC If any other creature comes into	G 🔹 plaý, sacrifíc	е Mogg Bombers a	.SH •m- ti ticeals 3 dam-
age to target p ayer 3/4, Mogg Conscripts SC Mogg Conscripts cannot attack this turn 2/2	. 9 Jiniess you ha	e successfully cas	TM t a creature spel!
this turn 2/2. Mogy Fanatic SC Sacrif ce Fanatic, Fanatic deals	1 damane to	arnet creature or n	TM aver 1/1
Mogg Flunkies SC Mogg Flunkies cannot attack or	() ==	۰ ک	SH
control attacks or blocks. 3/3 Mogg Infestation SDI	R		SH
Destroy all creatures target play yard in this way, put two Goblin these taures as 1/1 rail creatil	tokens into p	or each creature pu lay under that plays	t rito ariy grave- er's control. Treat
these toxens as 1/1 red creature Mogg Maniac SC Whenever Mogg Maniac is dear	0.00	an en al amou	SH of damage to
target opponent. 1/1,	ារចារផារីន រាំ ប៉	ooo ay aquar amuu	int or olarinaya tu

NAME	KIND	CH HATT	NG COST	SETS HOUND	NAME
		C ===	🐐	TM	Pyromancy
Sacrifice a Goblin Target Mogg Squad	SC	11 •	(b) (b)	TM .	damage eq.
Mogg Squad gets 1/1 fo Molten Hydra	or each ot SC	ither creatur R ••	e in play 3/3 ® 🏶	UL	Pyrotechnics Do 4 damag
1 2 2. Put a +1/+1	acunter or	n Hydra. 🏽	, Remove all 1	+1/+1 counters from	Rack and Rul Destrov two
Hydra: Hydra deals 1 dam removed this way, 1/1,	age to tar	ider clearni	e or player for	Bacht +1/+1 control	Raging Goblin
Mons's Goblin Raiders	SC	.C. +		L,U,R:4th,5th	Raging Gobl Rain of Salt
1/1 Menstrous Hound	SC	R		EX	Destroy two
Cannot attack unless you	control ma	ore ands th	nan defending i	player Cannot block	Rathi Dragon
untess you control more a		attacking p	ilayer 4/4	A.5th	Flying Whei Rath Draco
Mounta nwa k 1/1		0	-		Ravenous Bal
No Quarter		R en	۹ ک	TM	When Babo Raze
Whenever any creature blo riestrov the creature with			a creatore wit	n irisister finaari'	At the time
Oath of Mages	EN	R •		EX	Reckless Ogr
During each player's upke she may have Oath deal 1				target opponent he or	f Ogre attat Reflexes
Ogre Shaman	SC	R ***	ې چې چې	ĒX	Enchanted o
(M. Discard a card at ran)					Renegade Wa First strike
Okk cannot attäck uniess		R 🕶 with oreat		UZ : attacks, Dikk cannot - :	+1/+0 unit
block unless a creature wi	ith greater				Hetromancer
Onstaught Whenever you successful?	EN L cast a o	C ••	er tennet net ll	EX .	Whenever R damage to t
wherever Ann anchagaint	y baal a G	undrining obs	n, cap cargor o	rucintar.	yanaye to t
	- and	100			

Deportunist

Butmaneuver

Pallimud

Panie

Parch



KIND OR RATING COST.

SETS FOUND



Destroy larget artifact Shattering Pulse INS C --- @@ Buybacx @ Destroy larget artifact. Shatterstorm SOR R --- @@@

Bury all artifacts in play.

. c.G.CH.5th

Counter target spell or destroy target permanent if it is blue

name Atog is an anagram of "goat," a	MAGIC	DATA	C=COMM	C=COMMON U=UNCOMMON R=RARE		
goat-like ability to eat stray artifacts.	ARTIFACT	🛡 BLACK 🔍 BLUE	🥯 GOLD 🛛 🔍 GREE	n 🔍 red 🔾 whiti	E 🔴 LAND	
	ART Artifact	EA Enchant Artifact EC Enchant Greature	EN Enchantment IN EW Enchant World LI		mmon Creature mmon Legend	
ESTGAMER50	AC Artifact Creature CR Current Rarity	EL Enchant Land	INS Instant M	5 Mana Source SOR So		

'IA.5th

MAGIC FACT The reference to the Atog's

ΕX AO R 5th

NAME KIND CR RATING COST SETS FOUND	NA
Shiv's Embrace EC U @@@ UZ	Akra
Creature gets +2/+2 and flying. Creature gets +1/+0 until end of turn. Shivan Dregon SC R LUR.4th.bth	Alab í
Hying ♥: +1/+0, 5/5. Shivan Hellkite Fying, ♥♥ Hellkite iceals 1 damage to target creature or player. 5/5.	
Shivan Phoenix SC R SC R UL Flying. When Phoenix is put into a graveyard from play, return it to owner's hand. 3/4.	
Shivan Raptor SC U @@ UZ First strike; echo. Raptor is unaffected by summoning sickness. 3/1.	I
Shock INS C SH Shock deals 2 damage to target creature or player.	1
Shocker SC R The SC R The Sc R The Sc R I so the sc R sc R The Sc R I so the sc R sc	Ĩ
new hand of as many cards as he or she had before. 1/1. Shower of Sparks INS C •• • • UZ Shower deals 1 damage to target creature and 1 damage to target player.	Angr Angr
Sluggishness EC C • UL Creature cannot block. When Sluggishness is put into graveyard from play, return	
Slugg.shness to owner's hand. Smoke EN R 👁 🖝 L.U.R.4tn.5tt	
Each player may only untap one creature during untap phase.	
Choose a creature card from your hand and put it into p.ay. The creature is unaffected by summering sickness. At the end of turn, sacrifice the creature, Sonic Burst INS C •••• D	Aren
Sonic Burst INS C •••• *** EX Discard a card at random: Burst deals 4 damage to target creature or player. Spellshock EN U •• * *** D	Arm
When a player casts a spell, Spellshock deals 2 damage to him or her. Spitting Hydra SC R Star Show Show Show Show Show Show Show Show	: Arm
Hydra comes into play with four +1/+1 counters on it Remove a +1/+1 counter from Hydra: Do 1 damage to target creature. 0/0.	Arm
Starke of Rath SL R ••• @ @ M The SL R ••• R ••• B @ R ••• R ••• B • R •• B • R •• B • R • R	
Starke of Rath permanendy 2/2. Steam Blast SOR U ••••• 🕸 🌑 U	
Blast deals 2 damage to each creature and player. Stone Giant SC U •• 🕸 🗢 LU.R.4th,5tl	
We give one of your creatures with toughness less than Glant's power flying until end of turn. Target creature is killed at end of turn 3/4.	
Stone Rain SOR C @@ LUR4THAMG5bt,Tk Destroy any one tand Stone Spirit SC II @@ IA5tt	
Stone Spint cannot be blocked by flying creatures. 4/3	
Stun INS C •• Images The Terror The Target creature cannot block this turn. Draw a card. Sudden Impact INS U ••• Images The Terror The Terror	
Suden Impact deals 1 damage to target player for each card in his hand Sulfuric Vapors EN R	:
Whenever any red spell deals damage, it instead deals that amount of damage plus 1.	
Tahngarth's Rage EC U Otherwise, it gets -2/-1.	۱
Giant is unaffected by summoning sickness. 4/3.	
Tooth and Claw EN R • @@ The Sacrifice two creatures: Put a Carnivore toxen into play Treat this token as a 3/1	
red creature. Torch Song EN U @ - U. Duran upper lanknese und a naturfar na Song @ Santificar. Song diade	
During your upkeep, you may put a counter on Song. ** , Sacrifice: Song deals X damage to target creature or player, where X is the number of counters on Song Viashino Bey SC C • *	
When Viashino Bey attacks, all creatures you contro attack if able. 4/3. Viashino Cutthroat SC L @ . U	
Viashino Cutthroat is unaffected by summoning sickness. At end of turn return Cutthroat to owner's hand, 5/3.	
Viashino Heretic SC U ···· @@ U @@, @: Destroy target artifact, Viashino Heretic deals to that artifact's	L D
control er damage equal to the artifact's tota casting cost. 1/3. Viashino Outrider SC C •• **	Z
Ecno. 4/3 Viashino Runner SC C •• II	Z
Runner cannot be blocked by only one creature, 3/2. Viashino Sandscout SC C • W • U Unaffected by summoning sickness. At end of turn, return to owner's hand. 2/1.	Arm
Viashino Sandawimmer SC R •• Qashino Subject to owner's hand. 2tr U @ Hp a com. If you wn the flip, return Sandswimmer to owner's hand. Other-	Z Aur
wise, sacrifice Sandswimmer 3/2 Viashino Weaponsmith SC C •• 🐠 🖝 U	Ave Z
Whenever a creature blocks it, Weaponsmith gets +2/+2 until end of turn. 2/2. Vug Lizard SC U ••• *	Z Ays
Echo Mountainwalk, 3/4, Wall of Diffusion SC C •••• @ Ti	M Ban
Wall of Diffusion can block creatures with shadow. 0/5. Well of Fire SC U CLUR.4tb.5t	h Ben
●: +1/+0.0/5. Wall of Razors SC. U •••• ●● S	H Ble
First strike. 4/1. Well of Stene SC U & C.U.R.4th.5t	h Ble
0./8 Wild Wurm SC U - ● ● ■ Ti When Wurm somes into play fin a point if you less return Wurm to your band 5/	M Blic
When Wurm comes into play, flip a coin. If you lose, return Wurm to your hand. 5/ Wildfire SDR R @ OL Each player sacrifices four lands, then Wildfire deals 4 damage to each creature.	1
Winds of Change SIR R -	:
as they originally had. Word of Blasting INS U •• 🕸 👁 IA,51	Bur D Pol
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.	" Cai
WEIDTE	Gar
Abbey Gargoyles SC U ••• @*** HL5	th Cas
	Z Cat
	Z
All creatures gain protection from red. Advance Scout SC C •••• @ ** First strike. **: Target creature gains first strike until end of turn. 1/1.	M Cat

NAME KIND CR BATING COST SETS FOUND	NAME
Akran Legionnaire SC R • 🐲 🗰 LG,CH,5th	Cessatia
Of your non-artifact creatures, only Legionnaire may attack. 8/4. Alabaster Potion INS C •••• *** LG,4th,5th	Encha pray, Change
Give tarriet plaver X life or prevent X riamane to any tarriet Allay INS C ↔ ★★ EX	Buyo Chargin
Buyback (). Destroy target enchantment. Angelic Blessing SOR C () + EX Target creature gets +3/+3 and gains flying until end of turn.	If Chi CaP: Ar
Angelic Curator SC C •• (1) 11. Hyng, protection from artifacts. 1/1.	CoP: 81
Angelic Chorus EN R ···· *** UZ When a creature comes into play under your control, gain life equal to its toughness.	(D): CoP: Blu
Angelic Page SC C •• UZ Hying Target attacking ar blocking creature gets +1/+1 until end of turn. 1/1.): CoP: Gr
Argelic Protector SC U Rying. If Protector is target of a spell or abiuty, it gets +0/+3 until end of turn. 2/2.	(D) CoP: Re
Angry Mob SC U •••• DK.4th.5th Trample. During your turn, *=tatal number of swamps at opponents control. Other-	CoP: Sh
wise, =-0. 2+*/2+*. Animate Wałł EC R • * L,U.R,4th,5th	CoP: W
Target wall may now attack. Anoint INS C *	() Ciear
Buyback (#). Prevent up to 3 damage to any creature. Arenson's Aura EN C •••• (#) ** IA,5tn	Destr Clergy
 Sacrifice an enchantment to destroy another enchantment. Counter an enchantment as it is being cast. 	Claudot
Armagedidon SOR R ••••• (*****************************	Flyin Congrey
Armor of Faith EE C . I A5th Target creature gains +1/+1 +0/+1.	Contem Whe
Armor Sliver SC U 🐲 TM	Cunvale
STUMPERS	Convict
	Crusado Al w
A THE REPORT OF A DESCRIPTION OF A DESCRIPANTA DESCRIPTION OF A DESCRIPTION OF A DESCRIPTION OF A DESCRIPTI	D'Avena
Standard A	Death S Prote
	Death N Rege
	Defend Prote
	Devaut
	Defensi You
	Defensi You Disciple Prote Disciple Prote Discuple
. Three creature you control gains protection from a color of your	Disciple Prote
choice until end of turn. "My family protects all families."	UBSI
	Divine I Dest Divine
and bounded over rando in M M-	Targ
Can I tap Mother Of Runes to give a	Rem Elite Ar
creature "protection from artifacts"?	Dite Ja
No. Artifact is not a color, it's a card	lf Ja Erase
type. Other illegal choices include "color- less," "multicolor," "land," and "pink-and- purple polka dot." I hope this won't crimp	Rem Exalted
purple polka dot." I hope this won't crimp your sense of fashion.	Expend
Each Sliver gains "@: This creature gets +0/+1 until end of turn." 2/2.	SIBS
Armored Pegasus SC C @* TM Flying. 1/2.	Eye for Do a
Auratog Sacrifice an enchantment. Auratog gets +2/+2 unb end of turn. 1/2.	spel Faith H
Avenging Angel SC R •••• * *** TM Flying. If Avenging Angel is put into any graveyard from play, you may put Aveng-	Sacr Field of Whe
ing Angel on top of owner's library. 3/3. Aysen Bureaucrats SC C @ * HL.5th	Flicker
 Fap target creature with power no greater than 2, 1/1. Bandage INS C •• • 	Whe
Prevent 1 damage to any creature or player. Draw a card. Benalish Hero SC C •• 🗰 L,U,R,4th,5th	Gallant Targ
Banding 1/1. Blessed Reversal INS R •• 🗰 WL	Gerrari
Ban 3 life for each creature attacking you. Blessed Wine INS C •• 🕸 🗰 IA,5th	Glerieu Al. c
Gain 1 life, Cantrip. Blinking Spirit SC R •••• (A,5th	Greater
 Return Blinking Spiri to its owner's hand. 2/2. Brainwash FC C DK,4th,5th 	Hanna' Antit
Target creature may not attack unless its controller spends . Brilliant Hers EC C ** UZ	Heal Prev
Creature gets +1/+2. When Halo is put into a graveyard, return it to owner's hand. Burst of Energy INS C •• W UL	Healing Cho
Untap target permanent. Calming Liciti SC U @* SH * @* Recomes a creature prohontment that reads "Enchanted creature cannot	Herald Flyn
 	Hero's End
Carlood name * Tap land to put a Canbou toxon into play. Treat this token as a 0/1 white creature. *: Sacrifice a token to gain 1 life.	Hidden Cho
Castler EN U ••• @★ L,U,R,4th,5th Your untagped creatures gain +D/+2. Attackers don't get this bonus.	High G
Catacitysm SDR 4 + EX Each player chooses from the permanents he or she controls an artifact, a crea-	Eac Hippar
ture, an enchantment and a land and sacrifices the rest. Catastrophe SDR R •••• @★★ UZ	Can
Destroy all lands or bury all creatures.	

Ξ.		
I	Cessation EC C C C Ul Enchanted creature cannot attack When Cessation is put into a graveyard from	•
1	pray, return Cessation to owner's hand.	
	Change of Heart INS C •• * SI Buyback & Target creature cannot attack this turn.	i
-	Charolog Paladin SC C 🚥 🀲 🕄	(
	If Charging Paladin attacks, it gets +0/+3 until end of turn. 2/2.	
	Prevent al. damage against you from an artifact source.	
10.00	CoP: Black EN C ••• 🐲 B,U,R,4TH,IA,5th,TN	
	 Prevent all damage to you from one black source. CoP: Blue EN C @ H LUR4ThUA5th,TM 	A
	Prevent all damage to you from one blue source.	
	CoP: Green EN C ILUR4THIA5thTh : Prevent all damage to you from one green source.	1
	CoP: Red EN C •••• 🕸 LUR4TH,A.501,TM	4
	Prevent all damage to you from one red source. CoP: Shadow EN C ••• W # Th	1
1	Prevent all damage to you from a creature with shadow.	
	CoP: White EN C I LUR4THIA5b,Th : Prevent all damage to you from one white source.	1
1	Clear INS U *** ***	Ζ
-	Destroy target enchantment. Cyc ing ॐ Clergy <i>en</i> -Vec SC C → ↔ ∰★ Th	4
	Prevent 1 damage to any creature or player, 1/1.	
	Cloudshaser Eagle SC C *** It for the SC The State on the State of the SC The	A
10000	Flying, When Eagle comes into play, destroy target enchantment. 2/2. Congregate INS C ••••• S the US	Z
*****	Target player gains 2 life for each creature in play.	4
****	Whenever you successfully cast a spell, gain 1 life.	
	Genvalescence EN R 👓 🕸 🕸 🗄	X
*****	Durng your upkeep if you have 10 or less life, gain 1 ife Ceaviction EC C •••• 🕷 🗰 Si	H
	Enchanted creature gets +1/+3. 🟶: Return Conviction to owner's hand.	0
	Crusade EN R •••• ** L.L.R.4th,5tr Al white creatures gain +1/+1	
	D'Avenant Archer SC C 🚥 🎯 🕷 🛛 LG.CH 5t	h
	 Do 1 damage to target attacking or blocking creature 1/2. Death Speakers SC U * HL,5t 	h
	Protection from black. 1/1	
	Death Ward INS C •• * LU,R.4th 1A.5t Regenerate target creature.	11
	Defender of Law SC C 🚥 🀲 U	
	Protection from red. You may play Defender any time you could play an instant. 2/1 Devout Harpist SC C *	L
	Destroy target creature enchantment 1/1	
	Defensive Formation EN J * U. You always choose how creatures attacking you dea combat damage.	Ĺ
	Disciple of Grace SC C 💀 🏶 🗰	Z
	Protection from black. Cycling @. 1/2. Disciple of Law SC C @ *	Z
	Protection from red. Cycling 🏶 1/2.	
	Disenchant INS C @* LURANA/WG5thTMU Destroy target enchantment or artifact	Z
	Divine Offering INS C •••• @ * IG,MG.5t	h
2		.11
	Destroy target artifact, gaining I fe equaling casting cost of artifact.	
	Destroy target artifact, gaining life equaling casting cost of artifact. Divine Transformation EC U ••• @** Target creature gets +3/+3	'n
	Destroy target artriact, ganning life equaling casting cast of artriact. Divine Transformation FC U •••• @★★ LG.4th,5t Target creature gets +3/+3 Dust to Dust SOR U •••• @★★ DK.5t	'n
	Destroy target artifact, gaming l/e equaling casting cost of artifact. Divine Transformation CC U → ● ● ● LG.4h.5h Target creating edits -3.4 3 Dust to Dust SOR U → ● ● ● ● DK.5h Remove any two target anfacts from the game. Eithe Archers SC R → ● ● ● L	n h
	Destroy target artifact, gaming life equaling casting cast of artifact. Drvine Transformation EC U ••• @** L6,4th,5t Target creature gets +3/+3 Dust to Dust SOR U ••• @** DK,5t Remove any two target artifacts from the gama. Elite Archers casts SC R •• @* @ Elite Archers casts of damage to target attack or blocking creature. 3/3.	n h Z
	Destroy target artifact, gaming [/e equaling casting cast of artifact. Drvine Transformation CC u @★★ L6.4h5h Target creating edits -3.4 U @★★ L6.4h5h Oust to Dust SOR U @★★ DK5h Remove any two target antifacts from thre game. Eite Archers eals 3 damage to target attack or blocking creature. 3/3. Eite Archers eals 3 damage to target attack or blocking creature. 3/3. Eite Archers eals 3 damage to target attack or blocking creature. 3/3. Eite Archers eals 3 damage to target attacking creature. 3/3. Eite Archers eals 1 gamage to target attacking creature. 3/3.	n h Z M
	Destroy larget artistas, gening lie equaing casting rost of artifact. Dryine transformation FC U → ● ● ● LG.44h.5t Target creating gets %1/4.3 Dust to Dust SOR U → ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	n h Z M
	Destroy target artistact, gening [ife equaling casting rost of artifact. Drivine Transformation FC U···· · · · · · · · · · · · · · · · · ·	n h Z M
	Destroy target architest, gamme life equaling casting rost of artifact. Drvine Transformation CC U ···· C ··· LG:44b,51 Target creating edits C ··· C ··· LG:44b,51 Particle article edits C ··· C	n Z M IL X
	Destroy target antiase, gamme lie equaing casting cast of antiaset. Drvine transformation EC U C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C	n Z M IL X
	Destroy target architect, genuing life equaling casting rost of artifact. Drvine Transformation CC U C + LG 444,51 Target creating edits C + LG 444,51 Remove any two target ardifacts from the game. Eithe Archers earles S damage to target attack or blocking creature. 3/3. Eithe Archers earles S damage to target attack or blocking creature. 3/4. Eithe Archers earles S damage to target attacking creature. 3/4. Eithe Archers earles S damage to target attacking creature. 3/4. Eithe Archers earles S damage to target attacking creature. 3/4. Eithe Archers earles S damage to target attacking creature. 3/4. Eithe Archers earles S damage to target attacking creature. 3/4. Eithe Archers earles NS C W + C Remove target enclaritment from the game. Exatted Dragen SC R W + C Exatted Dragen SC C W + C Exatted SC C W + C Exatted Dragen SC C W	n th Z M IL X
	Destroy target artifast, gammg lie equaing casting rost of artifast. Drvine Transformation C U ••••••••••••••••••••••••••••••••••	n T Z M M U L X U L
	Destroy target architest, genuing lie equaling casting cast of artifact. Drvine Transformation CC U C - C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C	n Z M IL X L
	Destroy target architest, genuing lie equaling casting cast of artifact. Drvine Transformation CC U C - C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C C	n Z M M U L X L L
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	NNNR	NAME	king or rating cest sets f	TOGANG RAAM	E KRNR) CR RATING COST	sers found
	A A VANSTILL	Opal Champion	EN C •• 🐲*	UL Reapi	og the Rewards INS	6 🗰	EX
		When one of y	our opponents successfully casts a creature spell, Opal Char	mpion 🕴 Bu	back-Sacrifice a jand. Gain		EA
	The Gatthering	becomes a 3/ Opal Gargoyle	3 creature with first strike that counts as a knight. EN C ↔ अ¥★		naissance EN	U aaa 🏶	EX
		When one of y	your opponents successfully casts a creature spall, if Gargoyl		n in the second se	eature you control from combat and U •• 🐲 🕷	UZ
	mi as some Casida	enchantment,	Gargoyle becomes a 2/2 flying Gargoyle.	ê Pre	vent all damage to one or tw		
	Rlavers Guide	Opal Titan When one of v	EN R •••• 🍩 🗰 🗰 our opponents successfully casts a creature spe-l, Titan becom		nbrance EN enever a nontoken creature v	R *** @** rou control is put into a graveyard y	UZ nu may search
		creature with p	retection from each of that speil's colors and that counts as a l	Giant. 🕴 you	r library for a copy of that cr	eature, reveal the card and put it in	
	NAME XAND OS RATING COST SETS FORMU	Oracle en-Vec Opponent of	sc R •• 🗰 🗰 chooses some creatures he centrols. During that player's next turn	1M Repen 1, those Tar	cance SUM get creature deals to itself da	t U 🚥 🏶 🗰	(M
	Holy Strength EC C •• 🏶 L.U.R.4th.5th		c if able, and no other creatures can attack. At the end of turn, de	stroy 🕴 Repen	tant Blacksmith SC	î ••• 3*	AN,CH,5th
	Target creature gains +1/+2. Hener Guard SC C •••• 🗰 SH	Brder of the Sa	reatures that did not attack. Use only during your tam. 1/1. cred TorchSC R •••• @***		tection from red. 1/2 Damage INS	R ***	LUR4th.5th
	Honor Guard gets +O/+1 until and of turn. 1/1.	🚯: Pay 1 life	to counter a black spell, 2/2.		damage from any one source	is instead added to your life total.	
	Hope and Glory INS U 💀 🏶 UL	Order of the W	hite Shield SC U •••• ₩₩ n b.ack, ₩₩; +1/+0. ₩: First Strike 2/1.		ousness INS pet defending creature gets -		L,U,R,4th,5th
	Untap two target creatures. Each of them gets +1/+1 until end of turn. Hunable INS U WW UZ	Orim, Samite H	ealer SL R **** 🕸 🕸 🗰	TM 🗄 Rollina	Stones EN	R ••• 🐲	SH
	Target creature loses all abilities and is a D/1 creature until end of turn.	Counts as a C Orim's Prayer	leric. (*): Prevent up to 3 damage to any creature or player. EN U (*) * *	T/3. Wa	lls can attack as though they rtifacts EN	were not Walls	μZ
	Humility EN R •••• *** TM Each creature loses all abilities and is a 1/1 creature.	If any creature	attacks you, gain 1 life for each attacking creature.	*	Prevent all damage to you f	from an artifact source. Cycling 🍩	
	Icatian Phalanx SC U 💀 🌒 🗰 FE.5th	Forbanted ore	EC C 🏶 Me ature carnot attack or block.	G,TM.UZ Rop: E		C ••• 🏶 🏶 from a black source. Cycling 🍩	UZ
	Bands 2/4. Icatian Scout SC C •• 🗰 FE.5th	Paladin en-Vec	SC R •••• 🏶 🗰 🕷	EX 🕴 RoP: E	lue EN	(··· (**	UZ
	@, @ Give target creature first strike 1/1.	Hirst strike, pro Pariah	tection from black, protection from red. 2/2. EC R ↔ 🐲 🗰	UZ RoP: 0		rom a blue source. Cycling 🍩 C 🚥 🖤 🗮	UZ
	Icatian Town SDR R I FE.5th Put four Citizen tokens, which are 1/1 white creatures, in play.	Redirect to an	chanted creature all damage dealt to you.	*	Prevent all damage to you I	rom a green source. Cycling 🍩	
	Intrepid Hero SC R ••• 🐲 UZ	Path of Peace	creature. That creature's owner gains 4 life.	UZ AOP: L		R • 🗰 🗰 from a land source. Cycine 🍩	UZ
	 Destroy target creature with power 4 or greater. 1/1. Invulnerability INS U W TM 	Peace and Quie	nt INS U 🚥 🍩 🗰	UL Rop: F	ed EN	C *** 🐠 🏶	UZ
	Buyback () Prevent all damage to you from one source.	Destroy target Peace of Mind	target enchantments. EN U +++ 🏶 🗰			rom a red source. Cycling 🏶	UZ
	Iron ₩iti INŠČ •• ★ UL Target creature gets +D/+4 until end of torn Cycling .		nd discard a card: Gain 3 life.	EX RoP: V	Vhite EN	C *** 🕸 🕸	UZ
	Island Sanctuary EN R ••• 🐲 LU.R.4th.5th						
	If you decline one card during your draw phase, only flying or islandwalking crea- tures may attack you until your next turn.		ASSIC CC	JMF			- 0
	lvery Guardians SC U 🚥 🏶 🗰 LG,CH,5th	Care adverse	all the second				
	Protection from red. All Guardians are +1/+1 if opponent controls any red cards, 3/3 Justice EN U ••• @** IA,5th						11 2
	You must pay 🏶 🗰 during upkeep. When a red spell or creature deals damage	topper and the		Col Marine	3.47	It's th	2. Phillippedia
	Justice deais the same damage to the effect's control er. Karma EN U •••• 🏽 🕸 🗰 LUR4th.5th		AND A CONTRACT OF A	N. N. M.	The Party I	damned-if-voi	
	During each player's upkeep, he takes 1 damage for each swamp he controls.		A Maraba	4		damned-if-you-don	
	Karmic Guide SC R •••• *** UL Flying: protection from black: echo. When Karmic Guide comes into play, choose	Ba Ma				nario. Use your lar	
	target creature card in your graveyard and put that creature into play. 2/2.			17/40		take damage. Don	
	Keeper of the Light SC U ••• ** EX * @. Gan 3 life Use only if you have less life than target opponent, 1/2	1326		A V		your land and you	u still
	Kismet EN U ••• Start LG,4th 5th				AL AL AVAIL	take damage. Of c	ourse,
	Atl of target opponent's creatures, lands and artifacts enter play tapped Kjeldoran Reval Guard SC R ••• @ ** IA.5tn			and the second		those employing	
	Redirect all damage done to you by unblocked creatures this turn to Kjeldoran	AN MARCHINE	A state of the second stat			combo often had a h	
	Roya Guard Instead 2/5. Kieldoran Skycaptain SC L •• 🐲 🗰 😽 🗛 Sth	Danfard	and all short water.	The martine for		supply of Moxes a	
	Kjeldoran Skycaptain SC L IA.5th Fying, banding, first strike 2/2	Characteria de la constante	Storger de bis ther player 1	Each time or is rapped for	and a start of the second	Rings or CoP: Re	
	Knight of Dawn SC U 🚥 🏶 🗰 TM	T. EMP. (1971)	in their west contargued at the	anibusta desk	L slattage. "	especially enjoye	
	First strike. Knight gans protection from a color of your choice until end of turn. 2/2. Knighthoad EN U •• @ * UL	A manual		and opposed a se		combo in multip games, though de	
	Al. creatures you control gain first strike.		A STATE OF THE STA			the caster usually	
	Kor Chant INS C ••• 🕸 🏶 EX Redirect to target creature all damage dealt to any one creature you contro	1 ST STATE ALL ST	And the Research of the second s	atter Trease . Blacks when	all the second	pretty swiftly.	
	from any one source. Lancers en-Kor SC U @ ** SH				A CARE CONTRACTOR OF A		
	Trample. 🐲 Redirect 1 damage from Lancers to a creature you control. 3/3.	Pearled Unicorr	SC C • 🐲 LU,R			rom a white source. Cycling 🍩.	
	Light of Day EN U ++++ TM	2/2. Pegasus Charge	er SC C 🍩 🗰	UZ Pre		target creature. At end of turn out	A.5th = 1
	Black creatures cannot attack or block. Limited Resources EN R * EX	Flying, first stri	ke. 2/1.	COU	nter on that creature for each	i damage prevented	
	Each player chooses five lands he controls and sacrifices the rest. As long as there	Pegasus Refuge	e EN R ∙ ®≢ Id discard a card∙ Put a Pegasus token into play. Treat this b		Ground EN	R •••• 🐲 any opponent puts a land into you	SH r oravevard
	are ten or more ands in play, prayers cannot play rands. Marble Titan SC R ↔ ∰★ TM	a 1/1 white cr	eature with flying	fror	n play, put that land into play		giurojaid
	Creatures with power 3 or greater do not untap during their untap phases. 3/3.	Pegasus Stamp Buyback–Sacr	ede SOR U		Guide SC #, Sacrifice Guide: Rveal an	R 🔹 🗰 d remove cards from your library fr	iM om the name
	Martyr's Cause EN U @ * UL Sacrifice a creature: Prevent all damage to a creature or player from one source.	Penance	EN 11 *** 🐲	EX 🗧 unt	you reveal a white card. Pu	t that card into your hand 1/1.	
-	Master Decoy SC C ••• @ * TM *.@. Tap target creature 1/2.		from your hand and put that card on top of your library [.] Pre Liblack or red source.		ard EN ≢: Target creature deals no	R ↔	TM
	Mesa Falcon SC C 💀 🕸 HL.5th	Personal Incarn	ation SC R ••• @*** L,U,R	4th,5th 🗧 Samite	Blessing EC	E •• 🕷	SH
Tel.	Flying, ∰ + .+O/+1 until end of turn, 1/1. Mesa Pegasus SC C →→→ ∰ + LUR,4th,5th		lirect any amount of damage done to Incarnation to himself i lies, its owner loses half his life (round up). 6/6.	E Samite	iture gains " on , Prevent all d I Healer SC	amage to any creature from any one C ••• @*	source. L.U.R.4th,5th
a la la	Fiying, banding, 1/1,	Pikemen Banding first s	SC C 🐲 DK,	,4th,5th 🔹 🛞	Prevent 1 damage to any ta	rget. 1/1.	
	Monk Idealist SC U ••• 🐲 UZ When Idealist comes into play, return target enchantment card from your grave-	Planar Birth	SOR R 🚥 🏶 🗰	UZ 🔹 💮	m Custedian SC Prevent up to 2 damage to :	C @ ₩ a creature or player. 1/2	μZ
	yard to your hand. 2/2.	Put all basic lan	ds from all graveyards .nto play under their owners' control tappe	ed. 🕴 Sanctu	m Guardian SC	[] ••• @**	uZ
	Monk Realist SC C IF + UZ When Realist comes into play, destroy target enchantment 1/1		keep, if there are four or more creatures in play, sacrifice Co			a creature or player from one sourc	a 174 SH
	Mother of Runes SC U UL	and destroy all Presence of the	creatures These creatures cannot be regenerated this turn. Master EN U •• 🐲 🗰	Sac	ffice a creature. Return any #	of target creatures you control to own	er's hand.
	Target creature you control gains protection from a color of your choice until end of turn. 1/1.		aver plays an enchantment spell, counter it.	E Wh	e d Marshal SC enever Marshal attacks, you r	nav tan tarnet creature 2/2.	UZ
	Mounted Archers SC C ••• 🐲 TM	Prismatic Ward		IA,ath : Serapi	SC	R *** 🐲 🗱	IA,5th
	Can block creatures with flying. It: Can block an additional creature this turn. 2/3. Nemads en-Kor SC C ••• III SH		when Prismatic Ward comes into play. All damage dealt to t prces of that color is reduced to D.			: tum in which Seraph damaged it, p iph leaves play or your control. 4/4.	
	Redirect 1 damage from Nomads an-Kor to a creature you control. 1/1.	Purify	SOR R •• 🏶 🏶	UL 🗄 Serene	Offering INS	U ••• ∰∰	TM
	Dath of Lieges EN R I The EX During each player's upkeep, if he controls fewer lands than target opponent, he	Pursuit of Know	'acts and enchantments. A edge LN R •••• 🌰 🗯	SH Serra J	troy target enchantment, Gair Ivatar SC	life equal to its total casting cost.	UZ
	may search his or her library for a basic land card and put that land into play.	Skip drawing a	card: Put a study counter on Pursuit. Remove three study or	ounters 🗧 Ava	ar has power and toughness	each equal to your life total. When	
	Opal Acrolith EN L ••• II Whenever an opponent successfully casts a creature spell, if Acrolith is an enchant-	Quickening Lici	acrifice Pursuit. Draw seven cards d SC U •• 🐠 🏶		a graveyard, shuffle Avatar i Iestiary EC		HL,5th
ALC: NO	ment, it becomes a 2/4 Guardian creature. 🏶: Acrolith becomes an enchantment.	# & Lit	ed becomes a creature enchantment that reads "Enchanted i	creature : Pay	** during your upkeep o	ir bury Bestiary. Target creature can	
	Opal Aveager EN R 💀 🍩 🗰 UL	gains first strik Radiant, Archan	e" instead of a creature. You pay 🏶 to end this effect. 1/1 gel SL R 🍩 🏶 🗰		ck or use any abilities that h P aladin .SC		HL,5th
	When you have 10 life or less Opal Avenger becomes a 3/5 creature that counts as a guardian.	Flying. Counts	as an angel. Attacking does not cause Radiant to tap. Radian	it gets 🕴 🚳	Prevent 1 damage to any cr	eature or player. 🏶 🟶 🐐 Att	
910	Opal Archangel EN R 💀 🏶 🗰 UZ	Radiant's Drago	ih other creature with flying in play. 3/3 aons SC U ••••• 🐲 🗰	UL Serra	cause target creature to tap Cealot SC	this turn. 2/2. ß 🔹 🗰	UZ
	When one of your opponents successfully casts a creature spell, Archangel becomes a 5/5 flying Angel Attacking does not cause Archangel to tap.	Echo, When Ra	diant's Oragoons comes into play, gain 5 .ife. 2/5	Firs	stnка, 1/1.	• •	
	Opal Caryatici EN C 🚥 🗰 UZ :	Badiant's Judgr Destroy target	nent INS C •••		Embrace EC	u and gains flying. Attacking does no	UZ ticause
	When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Soldier	= got			nanted creature to tap.	ana gama nying. Attacking UUBS IIU	u uduso
「日本				****			
	MAGIC FACT One of the Suomhall Witches has six fi						
and the second se	one of her hands. However, she is not related to similarly a		MAGIC DATA		C=COMMON	U=UNCOMMON R	-RARE
	Parte and the second and the second of the s		ADTITACT ADIACY ADI		CHEEN A		T ANTO

one of her hands. However, she is not related to similarly extra-digited Anne Boleyn.

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ART Artifact AC Artifact Greature CR Current Rarity

EA Enchant Artifact EC Enchant Creature EL Enchant Land

EN Enchantment EW Enchant World INS Instant

ARTIFACT OBLACK SBLUE SGOLD GREEN RED WHITE ALAND

INT Interrupt LL Legendary Land MS Mana Source

SC Summon Creature SL Summon Legend SOR Sorcery



NAME	KIND	CP NA	ing cost	SETS FORM	
Serra's Hymn	EN	U	*	l	ιZ
During your unkeen you th	av out a c	ounter on l	tymn. Sacrific	e: Prevent up to X dam-	-
age total to any number of Serra's Liturgy	LN	K	(2) 年1		U/L
During your upkeep, you	may put a	counter o	in Liturgy. 🕷	, Sacrifice: Destroy up	2
to X target artifacts and/ Shackles	EC	6	@*		EX
Enchanted creature does	not untap.	🐲: Reh	im Shackles	o owner's hand.	
Shaman en-Kor Redirect 1 damage 1	SC from Sham	R •••	🟶 🏶 Ici uov erutiker		SH t
to Shaman <i>en</i> -Kor all dai	nage dealt	t to any o	ne creature fr	om any one source. 17	12.
Shield Bearer Banding, 0/3	SC	C •	**	IA,5)th
Shield Mate	SC	C ••	*		EX
Sacrifice Shield Mate: Ta Shield Wall	rget creat. INS	ire gets +	-u/+4 until e	LG,CH,E	5th
Give all your creatures +	0/+2 unti	ii and of ti	Im.		
Shimmering Barrier First strike, Cycling @.	SC 1/3	1 **	@ *		UZ.
Silent Attendant	SC	C	*		ψZ
Skyshroud Falcon	SC	C	* *		SH
Flying. Attacking does no	ot cause S	kyshroud	Falcon to tap.	1/1.	eu
Smite Destroy target blocked c	INS reature.	C ***			SH
Soltari Champion	SC	R	@*		SH
Shadow. If attacking, all Soltari Crusader	SC	0.00	**		TM
Shadow. 🏶 🏶 : Soltari	Crusader g	1/+ R •••	0 until end o	i tum. 2/1.	TM
Soltari Emissary *: Soltari Emissary gal	SC ns shadow				
Soltari Foot Soldier	SC	C ••	٠		TM
Shadow. 1/1. Soltari Lancer	SC	.C. ••••	**		TM
Shadow. First strike whe		g 2/2.	-		TM
Protection from black: sl	SC hadow 2/1		**		1 141
Soltari Priest	SC	••••	**		TM
Protection from red; sha Soltari Treeper	SC	C ••	**		TM
Shadow. If Soltari Troop	er attacks.	it gets +	1/+1 until en	d of turn, 1/1.	EX
Soltari Visionary Shadow. If Visionary dar	SC nages a pl			tment that player con	
trols. 2/2	SC	- - 11 ••	*		ΰZ
Songstitcher	creature w			at damage this turn. 1	1/1.
Soul Sculptor ()**. (): Target creat	SC	R •••	·		UΖ
payer successfully cast	s a creatur	re speil. 1.	/1.	i loada dii diniminaa um	
Soul Warden	SC	C **	*	1/1	EX
Whenever any other cre Spirit en-Kor	SC	[***	• @*		Sh
Flying () Redirect 1 d Spirit Link	amage fro EC	m Spirit t		ou control. 2/2. LG,4th,	5th
Gain 1 life for every pol	nt of dama	ige done t	by target crea	.enu	
Spirit Mirror During your upkeep, if t	EN here are n	R •••			TM
Reflection token into gla	ıy. C: Desti	roy target	Reflection.	ay pace to to mino	EM
Standing Troops Attacking does not caus	SC e Standing	•• 3 Troons t	@ ₩ a tao, 1/4.		EX
Staunch Defenders	SC	U •••	\$*	*	TM
When Staunch Defende Sustainer of the Realm		nto play, j U 👓			UL
Flying. Whenever Sustai	ner blocks	i, it gets ⊣	-0/+2 until e	nd of turn. 2/3.	
Talon Sliver Alı Slivers gain first stril	SC ke. 1/1.	C **	*		TM
Temper	INS	U			SH
Prevent up to X damage way, put a +1/+1 cour	e to target nier on tha	creature. et creature	FOR BACA 1 CA	smage prevented in th	IS
Tragic Poet	SC	C ••	*	areastan and the based of	UL
 Sacrifice: Return ta Treasure Hunter 	irget encha SC	antiment c	aro irom your 🏶 🏶	graveyaro to nano, to	EX
When Hunter comes inf	o play, ret	urn an art	ifact from you	ir graveyard to hand. 2	2/2,
Each pizyer may draw i	INS to two r	R •• cards or o	ain 2 life for i	ni. sach card they don't d	"5th Jraw
lundra Wolves	SC	Ç ••	*	LG.4th	liath
First strike, 1/1. Venerable Monk	SC	C ••	**		SH
When Venerable Monk	comes into	o play, gai	n 2 life. 2/2.		
Voice of Grace Elving, protection from	SC black, 2/2		• *		UZ
Rying, protection from Voice of Law	SC	U ••	• **		UZ
Flying, protection from Wall of Essence	rea. 272, SC	U ++	• *		SH
For each 1 combat dan	nage dealt	to Wal o	Essence, ga	n 1 life 0/4	
Wall of Nets At end of combat, remo	SC ove from g	R 👓 ame all cr			EX aves
play, return all removed	creatures	to the ga	me, 0/7.		
Wall of Swords Flying, 3/5,	SC	U **	• @*	L.U.R.4th	L'OTA
Warmth	EN	•• ا معادلة: معاد			TM
Whenever target oppon Warrier Angel	ent succes SC	R ••	ts a red spell	, gain 2 line.	SH
Flying For each 1 dam	age Warrit	or Angel d	eals, gain 1 li	fe. 3/4.	
Warrior en-Kor : Redirect 1 damage	SC a from Wa	U •• mor <i>an</i> -Ki	• 🗰 🏶	re vou control. 2/2	SH
Waylay	INS	U ••	· ②+	i i	UZ
Put three 2/2 white Kn Welkin Hawk	ight tokens SC	into piay. C		i irom game at end of	tur EX
Flying. If Hawk is put i	nto any gra	aveyard fr	om play, you		
a Welkin Hawk card ar White Knight	id put it in SC		INC. 171. ••• 業 導	L,U,R,4th	h,5th
Protection from black,					

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

NAME KING CE RATING COST SETS FOUND	NAME ROOM OF PLATING COST SETS FOUND
Worship EN R ••• @* UZ	Havenwood Battleground LAN U FE.5th
Damage that would reduce your life tota, to less than 1 instead reduces it to 1 if you control a creature	Comes into play tapped. Add T to your mana pool T, Sacrifice Havenwood Battleground: Add T to your mana pool.
Worthy Cause INS U ••• 🗰 TM 🗧	Hollow Trees LAN R FE.5th Comes into play tapped. You may leave Trees tapped to put a counter on it.
Buyback . Sacrifice a creature: Gain life equal to the creature s toughness. Wrath of God INS R *** LUR4h5th	Remove any number of counters adding 🖤 for each one.
Bury all creatures in play.	Comes .nto play tapped. You may leave Store tapped to put a counter on it.
First strike 2/1.	Remove any number of counters, adding 🏶 for each one.
Zealots en-Oal SC U ••• · · · · · · · · · · · · · · · · ·	Kee Floe LAX d IA.5th You may choose not to untap Ice Floe. (*): Tap a norr-fiying attacking creature.
During your uproop, in an nonicard pointerional you contait and miner give a miner	That creature doesn't untap as long as Ice Floe is tapped.
LANDS	🐵 Add 🏶 to your mana pool. 🏶 Add 🥮 to your mana pool and take 1 dam-
Adarker Wastes LAN R IA.5tn Add I to your mana pool. I Add I to your mana pool and take 1 dam-	age 🐟 Add 👁 to your mana pool and take 1 damage Maze of Shadewa 🛛 LAN J 🚥 TM
age. 🐵: Add 🗰 to your mana peol and take 1 damage. 💈	Add one coloriess mana to your mana pool. 👁: Unitap target attacking creature
Ancient Tomb LAN U - TM Add two colorless mana to your pool. Tomb deals 2 damage to you.	with shadow That creatore neither deals nor receives combat damage.
Blasted Landscape LAN J *** U/ ;	Add one color ess mana to your mana pool. Add or is your mana pool. Mogg He lows does not untap during your next untap phase.
Add one colorless mana to your mana pool Cycing #. Bottomless Yault LAN R FE 5tn	Phyrexian Tower LAN R • UZ
Comes into play tapped. You may leave Vault tapped to put a counter on it . Remove any number of counters, adding 🏶 for each one	Add one coloriess mana to your mana poo . Sacrifice a creature. Add so your mana pool.
Brunhland LAN R IA.5th	Pine Barrens LAN R TM Comes into play tapped (). Add one colorless mana to your mana pool. (): Add
S: Add 1 colorless mana to your poel. A Add to your mana pool and take 1 damage. S: Add S to your mana pool and take 1 damage.	🟶 or 🏶 to your mana pool. Pine Barrens deals 1 damage to you
Caldera Lake LAN R ••• TM Comes into play tapped. I Add one coordess mana to your mana pool. I Add	Polluted Mire LAN C •••• UZ Comes into play tapped I Add I to your mana pool. Cycling III
Corries into play tappen. If Add the connects mana to your mane pool. If Add the connects mana to your mane pool. Caldera Lake deals 1 damage to you.	Reflecting Pool LAN R ••• TM
	Add to your peol 1 mana of any type that any land you control can produce AN C •••• UZ
STUMPEDS	Comes into play tapped. Add to your mana pool Cycling Reetwater Depths LAN U TM
	😵 Add one coloriess mana to your mana pool 🐵. Add 🏶 or 🛞 to your mana
	pool. Rectivater Depths does not untap during your next untap phase. Recting of Trokair LAN U FE 5th
TRANSFER BAC	Comes into piay tapped local and to your mana pool. (Comes into piay tapped local and to your mana pool.)
A REALDER AND A REAL AND A R	Salt Fists LAN R ••• TM
	Comes into play tapped 🏶 Add one coloriess mana to your mana pool 🏶 Add 🐨 or 🗰 to your mana pool. Salt Flats deals 1 damage to you
	Send Silves LAN R FE,6th Comes into p.ay tapped You may leave S los tapped to put a counter on it.
	Remove any number of counters, adding 🏶 for each one.
	Scabland LAN R •••• TM Comes nto play tapped � Add one coloness mana to your mana pool. � Add
	🕮 or 🗰 to your mana pool Scabland dea's 1 damage to you
	🗇 Add 🏶 to your mana pool for each enchantment you control.
Encend of drawing a coul, you may	Shiyan Gorge 1AN R - UZ Add one colorless mana to your mana pool 🐲 🛡, 🕸, Gorge deals 1 dam-
choose hand an animited and present choose hand an animited and present curche from your Means y used you mental a case of the choose kind. For	age to each of your opponents
their card water there and the state at	Skyshroud Forest LAN R •••• IM. Comas nto play tapped. I Add ane coloriess mana to your mana poo, I Add
enther neuclined cands on the bottom and a second sec	(i) or (ii) to your mana pool. Forest deals 1 damage to you. Slippery Karst LAN C UZ
	Cornes into play tapped. 🐲 Add 🏶 to your mana pool. Cycling 🎕
	Comes into play tapped. 👁. Add 🛎 to your mana pool. Cycling 🥨
How do Abundance and Sylvan Library work	Spawning Pool LAN J UL Comes into play tapped 👁: Add 🏶 to your mana pool. 🕸 🏶: Pool bacomes a
together?	1/1 black creature with "* Regenerate" until erid of turn.
Quite well. When you use Abundance to replace	Add one coloriess mana to your mana pool. I Stalking Stones becomes a
a draw, you're not considered to have "drawn" the	3/3 artifact creature permanently Sulfurous Springs LAN R **** LA,5th
replacement card, so Sylvan Library can't force you to put it back. You'll get three Abundance cards a	Add to your mana pool A Add to your mana pool and take 1 dam aga Add to your mana pool and take 1 dam.
turn—one from your normal draw, two from the	Svvelupite Temple LAN U *** Ht.ath
Library	Comes into play tapped 🐟 : Add 🖜 to your mana pool. 🐟. Sacrifice Svyelurite Templa, Add 🌒 🐞 to your mana pool
Cinder Marsh LAN d TM	Thalakos Lowlands LAN U ••• TM Add one coloriess mana to your mana pool Add . or . to your mana
Add one co orless mana to your mana pool. Add or or to your mana pool Cinder Marsh does not untap during your next untap phase.	cool. Does not untap during your next untap phase.
City of Brass LAN R AN CH,5th Add 1 mana of any color Take 1 damage whenever City is tapped	Thran Quarry LAN R •••• UZ At the end of each turn, if you control no creatures, sacrifice Thran Quarry 👁:
City of Traitors LAN R •• LA	Add one mana of any co.or to your mana pool. Totarian Academy LAN R UZ
If you play a land, sacrifice City (): Add two cororlass mana to your mana poel. Drifting Meadow LAN C UZ	🐼 Add 🍘 to your mana pool for each artifact you, control Banned!
Comes into play tapped. I Add I to your mana pool. Cycling I. Dwarven Hold LAN R •• FE,5th	Treetop Village LAN J UL Comes into play tapped () And () to your mana pool. () : Village becomes a
Comes into play tapped. You may leave Hold tapped to put a counter on it. 🏶	3/3 green creature with trample until end of turn. This creature still counts as a land.
Remove any number of counters, adding 🎱 for each one. Dwarven Ruins LAN J FE,5th	🖗 Add 1 to your mana pool 🏶 Add 🏶 to your mana pool and take 1 dam-
Comes into play tapped. 🏶 Add 🏶 to your maina pool. 🏶, Sacrifice Dwarven	age. 🐵 Add 🍘 to your mana pool and take 1 damage. E Urza's Mine LAN C 👓 AQ,CH,5th
Ruins: Add So to your mana pool Ebon Stronghold LAN U •••• FE,5th	Add I to your mana pool. If you have Urza's Mine. Tower and Power Plant
Comes into play tapped. Add to to your mana pool a, Sacrifice Ebon Stronghold, Add to to your mana pool.	in play at the same time, tap to add 🏶 to your mana poo- Urza's Power Plant LAN C •• AD CH.5th
Faerie Conclave LAN U UL Comes into play tapped. (): Add () to your mana pool. (): Conclave	Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.
becomes a 2/1 blue creature with flying until end of turn. This creature still	E Urza's Tewer LAN C •• AQ,CH,5th
sounts as a land. Ferbidding Watchtower LAN U JL	Add to your mana pool of you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool
Comes into play tapped, 👁: Add 🗰 to your mana pcol 🌒 🕷 Watchtower	Vec Township LAN U ••• TM �: Add one colorless mana to your mana pool @: Add @ or # to your mana
becomes a 1/5 white creature until end of turn. This creature still counts as a land Gaea's Cradle LAN R UZ	pool. Vac Township does not untap during your next untap phase
Add to your mana pool for each creature you control.\ Chitu Encampment LAN J UL	Votrath's Stronghold LAN R ••• SH Show the color ess mana to your mana poo @ • Show Put target creature
Comes into play tapped. 🗇 Add 🏶 to your mana poor. 🏶 🖤 Encampment	card from your graveyard on top of your ilbrary Wasteland LAN U •••• TM
becomes a 2/1 red creature with first strike until end of turn Shost Town LAN U •• TM	Add one colorless mana to your mana pool. @: Sacrifice Wastevand: Destroy
Add one coloriess mana to your mana pool. It Return Ghost Town to mana the head lise the ability only during another glaver's turn.	target nonbasic .and



This Story Ends in Nudity

Arger

t was the ultimate goal: The IQ Gamer staff—a crack team of professionals who can master any game in just a few dayswould lay the gauntlet down and attempt to achieve every gaming fans dream. They would see a naked chick without having to pay for it. The plan: Provoke two poker-playin' ladies here at Wizard Entertainment-administrative assistant Cassie Lopusnak and customer service rep Meghan Lofstrom-by saying "we're professional gamers, and you can't touch our poker mojo." Then, with their feathers ruffled and minds clouded with rage, get them to agree on the best kind of poker-strip.

And they said yes way too easily. That sent staffers Mike Searle, Paul Sudlow and Brent Fishbaugh scrambling for the hills in fear for their tighty-whiteys, leaving only Games Editor Jeff Hannes and last-minute fill-in Research Assistant André Shell to put their pasty white butt-cheeks where their mouths were.

So what proved superior? The hard-edged gambling experience of two streetwise babes or the machine-like precision of over a decade of gaming experience? "I lost my pants" a disturbingly pale Hannes told uncomfortable reporters after the 45 minute match. "And I really should have listened to my mom's advice about that whole 'clean underwear' thing. I feel dirty."

THE FULL MONTY InQuest

proves that some people

Both ladies, having since pulled their eyes from their sockets, were unavailable for comment.

MORS ALREADY

CIRCULATING ABOUT STAR WARS: EPISODE II

- 10. Newfangled, coal-burning X-wings introduced.
- 9. Harrison Ford to return in surprise move, but only if he gets to "slap Hamill around a bit."
- 8. Jar Jar's sister Jugs Jugs shows up.
- Less ass shots.

- 6. Due to lack of interest, "Episode II" shelved in favor of "Even More American Graffiti."
- 5. Lucas taking advantage of cheap Indonesian labor; "special effects" to include sparklers and sock puppets doused in gasoline.
- 4. Yoda to retire to the writing life in Cabot Cove, Maine, but keeps getting wrapped up in murder mysteries concerning washed-up quest stars.
- 3. Boba Fett's backpack actually shoots missiles!
- 2. The fate of the hazardous Q-wing fighter is revealed.
- 1. Dengar makes his debut. Sucks.



ANNIVERSARY FUN FACTS

shows, cons

tournaments



DEAR ADVERTISERS,

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Karen Evora

Advertising Projects Manager Wizard Entertainment 151 Wells Avenue, Congers NY 10920 PH: 914.268.3907 FX: 914.268.5386



GEORGIA

MAY & JUNE, ATLANTA

THE WAR ROOM, I-85 North at exit 38 in Norcross. Home of the \$100 NO ENTRY FEE *Magic: The Gathering* tournament every Saturday. The tournament starts at 11:30 a.m. 3,358 square foot game room with seats for over 150 players. Two private roleplaying rooms and twenty tables for miniatures. Largest selection of miniatures in town. Events daily at the store. Call (770) 729-9588, check us out at www.thewarroom.com or e-mail us at store@thewarroom.com.

MASSACHUSETTS JULY 23-25, BOSTON

VISIONS '99: BOSTON, Bayside Expo Center. New England's largest gaming, comic, sci-fi, toy & fantasy convention. *Magic: The Gathering, Star Wars, Star Trek* tournaments, plus other gaming events. Great prizes, including cash! Hundreds of exhibit booths, celebrity guest stars, comic book artists, writers, publishers, autographs, panels, live performances, auctions, anime, scientific presentations, video room and more! For info, call (508) 896-7448, check out www.i-visions.com, e-mail us at ivisions@cape.com or write Infinite Visions, Box 904, South Yarmouth, MA 02664. Exhibitors should call (508) 896-7402.

NEW YORK

WEEKLY IN MAY & JUNE, NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Service Merchandise Shopping Center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type—I, II, Draft—with prizes for the top three competitors. Sanctioned Type II tournaments on Mondays. Call for ARENA information. We also have a complete selection of *LSR*, *Star Wars*, *Battletech* and *Rage*, with events running Saturdays and Sundays in our dedicated gaming area. We will demo any game upon request. For further information, contact John or Kierin @ (914) 624-2224.

OHIO

JULY 1-4, COLUMBUS

ORIGINS INTERNATIONAL GAME EXPO & FAIR '99, Columbus Convention Center. Pre-registration weekend badge \$40, on-site \$45. Guests: celebrities, artists, authors, game designers and more. Events: Focus, history, celebrity signings, seminars, roleplaying games, largest independent War College, historical miniatures, RPGA events, live-action role playing events (LARPs), board and computer games, trading card games, auction, art show, a maze of games and more. Contact Andon Unlimited @ 1-800-529-EXPO to request a FREE preregistration book or e-mail us at Andon@AOL.com. Preregister online at www.andonunlimited.com.

SOUTH CAROLINA APRIL-JUNE, MYBTLE BEACH

THE DUELING GROUND! 4981 Hwy 707 Myrtle Beach, SC 29575. SC's premiere gaming arena! *Magic: The Gathering* DCI sanctioned tourney every Tuesday and Friday night, 7:30 p.m. Type and prizes vary. Visit www.duelingground.com for a complete schedule. On Saturdays, the tournaments vary between *LSR, Star Wars, Deadlands, Magic* and *Warhammer.* We offer 1,000 sq. ft. of FREE dedicated gaming space. Come see why Myrtle Beach is the hottest destination on the East Coast. Call (843) 293-1406 or check out www.duelingground.com

TEXAS MAY 22-23, HOUSTON

NOSTALGIA PROMOTIONS COLLECTORS SHOWS, Holiday Inn Hotel, I-10W at Antoine - 713-681-5000. 50+ tables. \$2 admission for adults, children 12 years & under FREE with ad. 10 a.m.-4 p.m. each day! Comic books, sports cards, toys, trading cards, Beanies & racing memorabilia. Artists and writers at each show. Enter the art contest! Try the speed pitch machine! Play in the *Magic* tournament: Type II, entry \$5, Sat. only. *Star Wars* tournament: no entrance fee, Decipher sanctioned, Sun. \$400 in prizes given out! First 100 paid admissions are eligible to win \$50 in show money! For more information, call Andy Mingle @ (281) 748-5154.

VIRGINIA

JUNE 6, TYSONS CORNER (WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, *MAGIC* AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Dr., McLean, VA. Directions: Take exit 10 (Route 7 west) off 1-495, 1/2 mile west on Route 7. Hotel is on right. For further directions, call (703) 734-2800. 90 vendor tables: 1st table @ \$65, 2nd table @ \$60, 3rd+ @ \$55. \$2 admission, children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell and trade: *MAGIC* and other gaming cards; gold, silver & new comics; independents; anime; figures; toys; BEANIE BABIES; posters; T-shirts; original artwork; non-sports cards; etc. Guests: Call Jeffery Rocen @ (703) 912-1993, check out http://members.aol.com/comishow or e-mail comishow@aol.com.

WISCONSIN

AUGUST 5-8, MILWAUKEE

GEN CON GAME FAIR '99, Midwest Express Center. \$50 pre-registration weekend badge, \$55 on-site. Guests: celebrities, artists, authors, game designers and more. Events: national championships, demo games, miniatures, RPGA, roleplaying, *Magic: The Gathering*, TCG tournaments, board games, costume contest, anime room, art show, auction, celeb rity signings, seminars, exhibit hall and more. To request a free pre-registration book, contact Andon Unlimited @ 1-800-529-EXPO or e-mail us at Andon@AOL.com. Preregister online at www.andonunlimited.com.

TROUEST FREE MARGINE

THE GAMING MAGAZINE #51

JAPANESE IMPORT BOOKLET

WITH COMPLETE TRANSLATIONS OF EVERY POKÉMON CCG CARD EVER PRINTED IN JAPAN

ON SALE IN JUNE

JOE JUSK

O1111 and Interfacency InCost Some. The Centing Memories 19 & C 1999 Weised Executioner Service Mere Studied The present of an all and a 1111 Local and Linguist Strengtheres Links and A 1999 Present A Control of a Control of Contro

The Name Game

SWanSU

are Stone-Throwing Devils, Lord Of The Pit and Timetwister replaced by Curfew, Catalog, Crawlspace and the like.

Don't complain. *InQuest Gamer* managed to get hold of a top secret memo listing the other names considered for recent *Magic* cards. We think the design team made all the right choices.

Final Name: Horseshoe Crab

Names considered: Horseshoe Beaver, Horseshoe Squirrel, Horseshoe Of Bogardan.

Final Name: Disruptive Student Names considered: Gum-Chewing Student, Note-Passing Student, Student Of Bogardan.

Final Name: Wall of Junk

Names considered: Wall Of Crap, Wall Of Garbage, Wall Of Bogardan.



Final Name: No Rest For The Wicked

Names considered: No Sweets For The Wicked, No Toys For The Wicked, No Trip To Bogardan For The Wicked.

Final Name: Cave Tiger

Names considered: Cave Beaver, Cave Squirrel, Tiger Of Bogardan.

Final Name: Back to Basics

Names considered: Back To The Future, Back In Black, Back To ______. [Note to R&D: Try to come up with a good *Magic* word that starts with "B"].

Final Name: Show and Tell

Names considered: Study Hall, Intermediate Math, Bogardan: Land Of Mystery.

Final Name: Lull

Names considered: Dull, Pull, Bob Of Bogar... Ah, we've beaten this "Bogardan" joke to death. No more. Honest.

Final Name: Rain of Filth Names considered: Rain Of Phil, Rain Of #2, Rain Of Dookey.

Final Name: Hush Names considered: Sssshhhh, Shut Up, Shut Your Pie Hole.

Final Name: Power Sink Names considered: Power Bathtub, Power Towel Rack, Power Toilet.

Final Name: Giant Cockroach Names considered: Really Big Ant, Largish Pill Bug, Fat Fly.

Final Name: Annul Names considered: Divorce, Separate, Kick The Bum Out.

Final Name: Iron Maiden Names considered: Mötley Crüe, AC/DC, Deep Purple.

Final Name: Witch Engine Names considered: What Engine, When Engine, How Engine.

Final Name: Douse Names considered: Douche, Feminine Hygiene Rinse, Bogardan Fire Wash. Okay, we couldn't help ourselves...

The InQuest Gamer sense of humor? Straight from kinderbogardan.



Ummm...donuts. The total number of donuts consumed by the staff multiplied by the total number of CCG cards accumulated over 50 issues equals the distance in kilometers from here to Uranus. EPISODE VI Rise of the New Republic

F/

With the death of the EMPEROR and the destruction of his second DEATH STAR, the evil GALACTIC EMPIRE collapses into confusion, Rebel Alliance leaders declare the creation of a NEW REPUBLIC, while Luke Skywalker trains a new generation of Jedi Knights. But as the galaxy's citizens celebrate victory, rogue IMPERIAL WARLORDS prepare to strike! On the Imperial capital of CORUSCANT, an Imperial mastermind seizes power and declares war on the New Republic. And in the distant UNKNOWN REGIONS, the Emperor's foremost strategist, GRAND ADMIRAL THRAWN, rallies a massive fleet and gathers secret Imperial technology in preparation for an offensive to seize control of the galaxy...

That's the way the movies after "Return of the Jedi" would go, if they followed the current Star Wars history based off the books, comics and other stories officially approved by George Lucas and company. With all the prequel hype, *IQ Gamer* thought it'd make a refreshing change to research everything there is to know about our favorite characters beyond the movies and to ask the question, "What is the future of 'Star Wars?"

Luke Skywalker

While lesser men might have retired after bringing down an evil Empire, that sort of thing's just a warm-up act for a guy like Luke Skywalker. In the years after the fall of Emperor Palpatine, he's tangled with alien invaders, Imperial warlords and Dark Jedi, re-established the order of Jedi Knights and even kissed a girl or two.

Luke had no sooner ushered daddy Anakin into the great beyond than he was called on to travel the backwater world of Bakura, ream an alien invasion fleet and send the dino Ssi-ruuk back into unknown space with their tails between their legs.

Burning to re-establish the order of Jedi Knights, Luke sought people who knew something of the Force. His first big lead was a Jedi Master named Joruus C'baoth. Too bad C'baoth was an insane old coot and a clone enslaved by the Dark Side. Luke had to put the old boy down in a riveting lightsaber battle, but not before facing a clone of himself.

Luke's Doublemint fun continued when a clone of Emperor Palpatine returned to task the universe. In confronting the new Emperor, Luke turned to the Dark Side, studying it, trying to learn how to defeat it from within, and nearly fell into it's power. But in the end, he recovered and dispatched the Emperor when he and newly Force-trained Leia turned one of the Emperor's Force storms—a Force-conjured, stellar-sized hurricane—against him. The Emperor lost control of the summoned storm and it consumed him.

All this killing of Dark Side clones got to be too much for one guy, so Luke started his own Jedi Academy on the jungle moon Yavin 4, the onetime secret Rebel base. There were a few glitches in the early days—like the time the spirit of an ancient Sith lord showed up and offed some of his students—but eventually he got things running smoothly, and for the first time in decades the galaxy has more than two Jedi flying around at a time.

Time enough for Luke to relax a bit and take a breather maybe even get a girlfriend. Mara Jade, his one-time enemy, fills the bill nicely.

By Bill Smith

DARTN HATER Luke's still stomping the Dark Side 20 years after "Jedi." HAN SOLO

To smugglers, being dead is better than being respectable. Add it up: General of the New Republic. War hero. Husband of the President of the New Republic. Han Solo is now, if anything, respectable.

Han is still famous for what he does best: Outsmarting the bad guys. His first major pain was a rogue Imperial Warlord named Zsinj. After spending the better part of a year chasing him across the galaxy, Han defeated Zsinj at planet Dathomir when dozens of battle cruisers atomized Zsinj's Super Star Destroyer. That was also the year he married Leia Organa, after winning her back from the handsome and charming Hapan Prince Isolder who had courted Leia's affections.

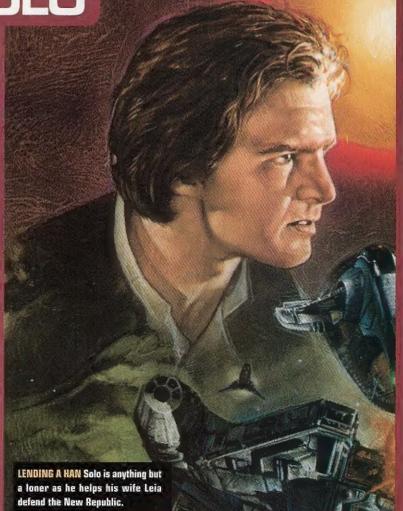
Too restless to really settle down, Han spent decades looking for the least excuse to barrel off on adventures, often backing up his wife's diplomatic language with a well-placed blaster shot. He won over both the independent smugglers of the galaxy and a private fleet run by former Corellian Senator Garm Bel Iblis and convinced them to join the New Republic at a time when Grand Admiral Thrawn's Imperial fleets were moving in for the kill. Han also helped the Republic recover the lost Dark Force fleet of Katana dreadnoughts when the New Republic fleet was down to patched-together X-wings.

Seven years after Endor, Han flew to

Kessel on a diplomatic mission, but he didn't exactly get a warm welcome: Moruth Doole, Kessel's renegade ruler, shot down the *Millennium Falcon* and dumped Han and Chewie in the spice mines. They escaped Kessel amidst explosions and laser blasts, but ended up prisoners at Maw Installation, the secret Imperial base which designed the original Death Star prototype. Fortunately, Han worked his usual magic, throwing the local Imperial fleet into disarray and stealing the Sun Crusher, an Imperial starship that can blow up stars.

Trouble found Han again when he returned home to Corellia. A revolutionary group named the Human League seized power and Solo was captured and brought before their leader, his sadistic cousin Thracken Sal-Solo. Han took a lot of abuse from Thracken as a kid, so it was time to get even: After escaping, Han teamed up with a New Republic fleet to destroy Thracken's fleet and oust his regime.

Han's a family man now, but he'll probably be taking down the bad guys from his deathbed.



CHEWBACCA

Rescue Han. Take care of Princess. Fix Falcon. Rough up bad guys. Chewbacca's got the routine down by now. With a sworn life-debt to Han Solo—probably the most trouble-prone human in the galaxy—Chewie's life is never dull.

A former Imperial slave, Chewie took a personal hand in booting the slavers and their Trandoshan lackeys off his homeworld of Kashyyyk. Bounty hunter Bossk is a Trandoshan—it was his people who convinced the Imperials to enslave the Wookiees.

When Leia was being hounded by the Noghri, Chewie brought Leia to Kashyyyk; what other place in the galaxy could be safer than a city filled with Wookiees? While the Noghri were stopped, Chewie's lifelong best friend Salporin died while protecting Leia.

Chewie's life-debt has kept him close to the action and Han always seems to need a lot of looking after, like the time Han was captured by the Yevetha and Chewie and his son had to come to the rescue. Now, with peace at hand, Chewie splits his time between his "human family" of Han, Leia and their children, and his own family and friends back on Kashyyyk.



Cow Nose—InQuest Gamer's mascot and contributing editor Rick Swan's rotund rodent ravager—has been bandied about in the pages of the magazine since it's early days, but she made her pictorial debut only recently, in issue 29. Since then, she's appeared 21 times in InQuest. ANNIVERSARY FUN FACIS

LEIA ORGANA SOLO

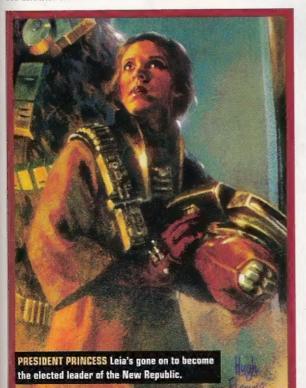
eia's both warrior and diplomat, and she's had plenty of opportunities to show the galaxy both sides. With the Emperor dead, she rallied hundreds of worlds to sign onto the New Republic, preventing the galaxy from plunging into utter chaos. Between conferences and battles, Leia studied the Force and learned how to use a lightsaber.

When Grand Admiral Thrawn showed up, Leia found herself on the run from mysterious attackers, a previously unknown race named the Noghri. Originally the servants of Darth Vader, these slight but deadly warriors did the bidding of Imperial Grand Admiral Thrawn—until Leia convinced them that she was "Lady Vader" and their true mistress. They promptly switched sides and even took care of Thrawn; just as he was about to crush the New Republic, one of his Noghri bodyguards assassinated him on the bridge of his own Star Destroyer.

While the battles raged, Leia gave birth to Jacen and Jaina Solo. Then, a year later, after eliminating the reincarnated Emperor, Leia gave birth to Anakin Solo.

Leia became President of the New Republic, a role which has let her fulfill her destiny. She's faced some serious challenges, ranging from naive anti-military officials devoted to disarming the New Republic to terrorists blowing up the New Republic Senate Chamber and framing her husband. Her kids have faced danger any number of times—but threatening the children of a Jedi's daughter is not a smart thing to do, as several of her foes have discovered.

Leia's proven the Organa name proud as she's a great leader that helped the New Republic stretch across the stars, uniting millions of worlds and finally bringing peace to the galaxy—at least for another week.



star wars TIMELINE



What does Star Wars' future look like? Here's a timeline of major post-"Jedi" events. The times are in years after the fall of the Empire on Endor.

- Rebels defeat Ssi-ruuk aliens at Bakura.
- 8 Rogue Squadron captures Coruscant. Ysanne Isaard thought killed in the Bacta War.
- 4 Imperial Warlord Zsinj killed at Dathomir. Leia and Han Solo marry.
- 5 Imperial Grand Admiral Thrawn takes over half the galaxy, but killed by his own Noghri bodyguards. Jacen and Jaina Solo born.
- Reincarnated Emperor Palpatine nearly overthrows the New Republic, but is killed in battle with Luke and Leia. Anakin Solo born.
 Luke Skywalker founds his Jedi Academy on Yavin Four.
- 8 New Republic defeats Imperial Admiral Daala, Durga the Hutt and other forces.
- 12 New Republic moves to "peace time footing" and disarms. The Yevetha, a dangerous alien race, attack but are defeated.
- 18 Terrorists bomb the New Republic Senate Chamber.
- 14 Han Solo stops cousin Thracken Sal-Solo from taking over Corellian system.
- 19 New Republic and remnant Imperial forces sign final peace treaty. Luke and Mara Jade marry.
- 20+ Jacen & Jaina Solo attend the Jedi Academy. # Bill Smith

TOP 10 TABOO

Decipher is well-known for being thorough in releasing cards from every aspect of the "Star Wars" Trilogy, but licensing restrictions and plain good taste prevent them from really pushing the envelope. Happily, none of that stuff is stopping us:

10. Wookiee Lice

- **S. Ambiguously Gendered Protocol Droid**
- 8. Lando's 14th Bottle of Colt 45
- 7. Hot Wampa Luv
- 5. Luke's Doubly Impure Thoughts
- 5. Grand Moff Tarkin's Inflatable "Companion"
- 4. Dead, Dead, Dead Ewok
- 3. Greedo Shoots First (hey, wait a sec...)
- Pants-less Vader
- 1. Sex with Jabba 🔳 IQ Gamer staff

MARA JADE

ara Jade's a woman of many careers—agent of the Emperor, smuggler's aide and leader of a merchant empire. She started off as the "Emperor's Hand," an elite operative answering directly to the Emperor. Raised from childhood by the Emperor and trained in the ways of the Force, she would have been as feared as Vader—if she had allowed tales of her deeds to spread. Most witnesses ended up dead before they could carry the word of her achievment.

Palpatine sent her to the remote desert world of Tatooine on a simple mission: Infiltrate the palace of Jabba the Hutt and kill Luke Skywalker. She failed, and the Emperor died because of it.

Jade joined smuggling kingpin Talon Karrde and rose through his organization's ranks to become his chief lieutenant. Though seemingly poised and stable, dark dreams haunted her, the Emperor's spirit seemingly urging her to kill Skywalker.

So, when Luke wandered into her life, Mara was ready to kill him. She wanted to kill him, dreamed about killing him...and just couldn't do it. Finally recognizing that the Emperor was the bad guy all along, Mara and Luke became allies just in time to be captured by Thrawn. Mara tried to take Thrawn down by seizing control of his Star Destroyer and killing him by using the Force to crush his windpipe, but failed. Thrawn imprisoned her, but Luke later saved her.



After saving Luke from the mad clone C'baoth, Mara became an envoy at large for the newly-formed Smugglers' Alliance, giving her a good excuse to travel the galaxy and spy on anyone who needed to be watched. Mara also advanced her Jedi training under Luke.

Mara slowly rose to become a Master Trader, running her own company while training to someday take over Karrde's operations. Now, over a decade after she first allied with Luke, the galaxy is at peace and she and Luke can resolve their last bit of unfinished business: Marriage.

C-3PO and R2-D2

A rtoo has stuck close to Luke, and has participated in many of his adventures. He saw first-hand the defeat of the Ssi-ruuk, Warlord Zsinj and Thrawn and the founding of the Jedi Academy.

Of course, Artoo's been more than furniture. For example, when Thrawn booby trapped the New Republic's core computers, Artoo sliced into the systems and got around Thrawn's trap programs. That turned a probable disaster for the New Republic into a nasty surprise for the Imperials.

When Luke "joined" the reincarnated Emperor, Artoo went right to work. Luke programmed Artoo with the command and control codes for the Empire's World Devastators. While Palpatine

gleefully contemplated the destruction of the planet Calamari with these Star

Destroyer-sized war droids, Artoo plugged into the Imperial network and remotely shut them all down.

Then there's See-Threepio, who finds all the conflict too much for his circuits. He's been by Princess Leia's side continually, helping with languages, customs and protocol. After years of getting shot at by Imperial stormtroopers, it was nice to actually do the job he'd been programmed for.

Of course, it's never been that simple, almost always due to Han Solo. Han ordered Threepio to deceive the Noghri by imitating Leia in comlink transmissions to throw them off her trail. Threepio did the job, but he about soiled his golden britches pulling it off.

The most expensive feature to create? The "Book of Exodus" Magic feature from issue #39, chock full of sculpted Bottle Gnomes, artifact medallions, a Squee's Toy, handmade scrolls. When you factor in the cost of props and photography, the price tag hit the \$2,000 mark. ANNIVERSARY FUN FACTS

56 INQUESTGAMER50

WEDGE ANTILLES

For Vedge, we want you and your pilots to conquer Coruscant." Fourteen to one-hundred billion odds. No problem. Might as well ask the pilots of Rogue Squadron to blow up the Death Star with only a proton torpedo. Oh wait, Wedge's already done that. Twice.

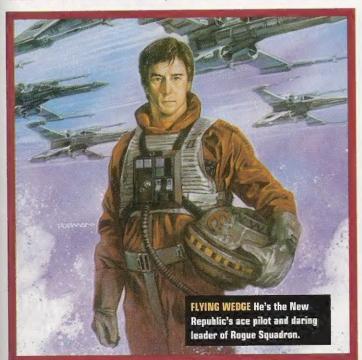
The crack Rebel X-wing group Rogue Squadron got its start on Hoth, and Wedge took command from Luke Skywalker soon after the fall of the Empire. During the New Republic's first campaign to capture Coruscant, Wedge led Rogue Squadron to the Imperial stronghold to take out the planet's security grid. Stranded and with no hope of reinforcements, Wedge found a greater ally: the forces of nature. The Rogues seized the planet's climate control systems and triggered an electrical storm of titanic proportions, blowing out the planetary power grid and disabling the planetary shields. The New Republic took the former capital of the Empire almost without a fight. Not a bad day's work.

However, the battle wasn't yet over. Coruscant's ruler, Ysanne Isaard, fled but left behind a nasty present: the "Krytos virus," a deadly and highly infectious disease that could be cured only with massive bacta treatments. So what was Isaard's next job? She became ruler of Thyferra, the galaxy's major source of bacta.

With the New Republic unable to strike and Isaard allowing millions to die as she withheld the bacta treatments, Wedge and the Rogues took matters into their own hands. They resigned their commissions and secured a private fleet of fighters. In a fortunate "coincidence," they purchased a squadron of X-wings that had been classified as "surplus" by the New Republic, and soon the "Bacta War" was in full swing. Wedge, the Rogues and a group of private freighters decimated Isaard's Imperial fleet, capturing her Super Star Destroyer, the Lusankya, with Isaard presumed dead in the battle.

Wedge formed Wraith Squadron, a misfit X-wing fighter squadron for covert missions, and helped take out Imperial Warlord Zsinj. Wedge and Rogue Squadron continued for many years to be the New Republic's premier fighting force, with Wedge eventually becoming a New Republic general. He joined Ackbar and the other New Republic elite in directing the war against the last Imperial remnants and paving the way for a final peace.

Freelancer Bill Smith is confident that an Episode X would bring back those lovable Ewoks...infected with the Krytos virus.





So will Star Wars CCG players ever be able to unleash Black Sun's top operatives against Darth Vader? How about sending some Noghri Death Commandos down to Endor to really teach the Ewoks a thing or two?

Don't get too excited just yet. Decipher is busy finishing up the expansions based on "Return of the Jedi," but there might be an expansion that goes beyond the movies. Jonathan Quisenberry, Decipher's CCG media relations specialist—and Red Leader when the killer decks come out—says, "We are looking into releasing the first of these products sometime later this year. It will probably follow the 'Shadows of the Empire' storyline and will probably not come as a full expansion."

So what's the deal? Will this set have photos, actors in costumes, computer-generated images, photo-realistic art? All undecided. Quisenberry says the set is likely to be "dedicated to those characters and events that are key to the story," but beyond that, there aren't any details for public release just yet.

Any talk of expansions beyond Shadows, for example based on the Timothy Zahn novels or Xwing comics, are well down the road—if they happen at all. Still, there would definitely be some excitament! Kyle Puttkammer of Galactic Quest in Burford, Ga., says, "Anything that Decipher puts out I get behind 100 percent...Star Wars is our number one selling game. I guarantee when the new 'Star Wars' movie comes out, everyone would be ready to play a movie expansion." Bill Smith